

Gary Gygax Q&A: Part XIII

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Col_Pladoh

Tuesday, 10th April, 2007, 09:02 PM

Gary Gygax Q&A: Part XIII

A brand new addition to the series, done so that following it will be easier.

Cheerio,
Gary

Henry

Tuesday, 10th April, 2007, 09:20 PM

Part 12 has been archived; take 'er away, Gary and gents!

MrFilthylke

Tuesday, 10th April, 2007, 09:20 PM

Lucky 13.

Col_Pladoh

Tuesday, 10th April, 2007, 09:24 PM

Off to a rousing start :cool:

mordelack

Tuesday, 10th April, 2007, 10:01 PM

Quote:

*Originally Posted by **Col_Pladoh****Originally Posted by mordelack*

...

...

*Perhaps Gord vs. Drizzt in Act I, Gord vs. Raistlin in Act II, and Gord vs. Elminster in Act III?
Just kidding! Seriously, just kidding. No really, I mean it, it was only a joke, no such book will come to light.*

K.R.Bourgoine

Anyone care to step up and take Bourgoine's place as my co-author?

Gary

:D If it counts for anything, I did just get a message from a Gord fan saying this:

"Elminster vs. Gord. How could that possibly go wrong? ;)

C'mon...you don't think Gord vs. early-career-Conan wouldn't work better?"

K.R.Bourgoine

Col_Pladoh

Tuesday, 10th April, 2007, 10:11 PM

Quote:

*Originally Posted by **mordelack****:D If it counts for anything, I did just get a message from a Gord fan saying this:**"Elminster vs. Gord. How could that possibly go wrong? ;)**C'mon...you don't think Gord vs. early-career-Conan wouldn't work better?"*

How absolutely dreadful!

:mad:
Gary

mordelack

Tuesday, 10th April, 2007, 10:31 PM

Joking aside, I agree with your suggestion that a young Gord (late teens/early 20s) would probably be the best way to go for a new full length tale.

He's not overly powerful and still has alot to learn.

But then again in a post-destruction epic there would be the tension that he could die.

:eek:

K.R.Bourgoine

JohnRTroy

Wednesday, 11th April, 2007, 01:57 AM

Well, you could always try to do an arc for one of the current fantasy series, maybe with the current licensor's of Conan or Red Sonja.

Personally, I'd love to see **Gord** take on **Kulan Gath**. If Conan had to team up with Elric to work against him... hmm... another incarnation of the Eternal Champion.

Speaking of more adventures in novel format--one thing I'd love to see would be some tales of Gord as "Cap'n Gord", with that ol' Crew he had between *Sea of Death* and *Come Endless Darkness*. There's a lot that could be done there, and there's a whole group of adventurers under him that could be fleshed out and expanded upon.

thedungeondelver

Wednesday, 11th April, 2007, 02:37 AM

OK Gary, it isn't like I yammer at you enough already but -

What's the worst "gotcha" your players have gotten you with when you're running the game?

For me, I had a wonderful/horrible scene where two spectres were unleashed on an unsuspecting party with a 5th level cleric, one at a time (to prevent a blanket turning of both of them). First round of combat: party wins initiative, first spectre TURNED. :mad:

Second round of combat, in comes the next spectre: **TURNED!** The &^%\$!ing guy playing the cleric rolled a 19 in the first instance and a bloody 20 in the second! :mad:

Gary, no lie, I have had near-TPKs done with giant ticks on that same group. I've seen them wander dumbly into deadfall traps, sucked to near lifelessness by a group of shadows that they couldn't turn but NO. NO. THEY WALKED ALL OVER THE SPECTRES LIKE THEY WEREN'T THERE. :mad:

So. What's *your* "I can't believe they got away that easily" story?

ColonelHardisson

Wednesday, 11th April, 2007, 03:36 AM

Gary, I had mentioned your list of "recommended reading" in the 1e DMG on the previous Q&A thread. That list still gets discussed a lot, as it consists of a lot of the great fantasy and scifi authors and books of the first half of the twentieth century. I was wondering if you'd be inclined to share with us the books you'd include on an updated list? I know I'd be very interested in seeing what you thought were some of the most inspirational, in a D&D sense, books that you've read since the original list was composed.

BOZ

Wednesday, 11th April, 2007, 11:19 AM

Gary, you should have waited until Friday to start thread #13! :eek:

Col_Pladoh

Wednesday, 11th April, 2007, 04:42 PM

Quote:

Originally Posted by thedungeondelver

OK Gary, it isn't like I yammer at you enough already but -

What's the worst "gotcha" your players have gotten you with when you're running the game?

There have been a few. In AD&D play I'll never forget how Jim Ward's mid-level PC fought a vampire, and forced it to dust-mote without ever being hit. When we were play-testing the *Hall of Many Panes* module John Siebel's PC reacted instantly to an NPC threat that should have slain

several of the party so that the adversary was killed, the team unscathed.

Perhaos the funniest of recent times was the play in the LA game *Dance of the Fairy Ring* module. Alex's Avatar, Xagnar, was quite tough, had gotten a pair of "Duck's Wings" as a magic item. The team was at a slime pool after what treasure might be hidden there, not the slime drake that lurked therein guarding it. Xagnar went in; the drake pinned him down to the bottom with one foot. At the same time a Necrouge named Dirah played by Dennis Harsh, saw the drake's head emerge, leaped in and attacked with a long dagger. In three strikes, all of which bypassed protection, two inflicting 20 harm and gaining additional bonus damage as well, the drake was toast! Because the drake was distracted fighting for its life, Xagnar managed to take out his Duck's Wings, flap one in each hand, and thus escape the pinning claw. My only consolation was remarking on how silly Alex's Avatar looked when using those feathery objects.

Cheers,
Gary

Col_Pladoh

Wednesday, 11th April, 2007, 04:49 PM

Quote:

*Originally Posted by **ColonelHardisson***

Gary, I had mentioned your list of "recommended reading" in the 1e DMG on the previous Q&A thread. That list still gets discussed a lot, as it consists of a lot of the great fantasy and scifi authors and books of the first half of the twentieth century. I was wondering if you'd be inclined to share with us the books you'd include on an updated list? I know I'd be very interested in seeing what you thought were some of the most inspirational, in a D&D sense, books that you've read since the original list was composed.

Howdy Colonel,

Short answer:

Frankly, I find very few new fantasy books in the general S&S vein worth reading. I do enjoy the "Diskworld" series, and Glen Cook's "Black Company" novels are appealing to me. Those are about all that spring to mind. The fiction I have been reading these days is mostly murder mystery (I loved the "Judge Dee" series), historical (such as Cornwell's various series), alternate history, and some re-reading of old fantasy & SF books.

Cheers,
Gary

Col_Pladoh

Wednesday, 11th April, 2007, 04:50 PM

Quote:

*Originally Posted by **BOZ***

Gary, you should have waited until Friday to start thread #13! :eek:

Blast!

Why didn't I think of that? :\

:lol:
Gary

BOZ

Wednesday, 11th April, 2007, 06:43 PM

quite all right. :)

DreadArchon

Wednesday, 11th April, 2007, 06:46 PM

You could start a new thread Friday and secretly get rid of this one.

Edit: Woot! First page!

thedungeondelver

Wednesday, 11th April, 2007, 07:32 PM

Quote:

*Originally Posted by **Col_Pladoh***

Blast!

Why didn't I think of that? :

*:lol:
Gary*

The Thirteenth Thread on the Thirteenth day of the Thirteenth month* -

First post: how do we use those misprinted TSR calenders from 1983?

*Lousy Smarch weather!

:D

Col_Pladoh

Wednesday, 11th April, 2007, 09:28 PM

Wonderful weather considering global warming...

This has been the coldest April in a long time here in Wisconsin. We have about fourinches of snow, and the power was out for nearly an hour early this afternoon :]

Cheers,
Gary

thedungeondelver

Wednesday, 11th April, 2007, 09:38 PM

Quote:

*Originally Posted by **Col_Pladoh***

Wonderful weather considering global warming...

This has been the coldest April in a long time here in Wisconsin. We have about fourinches of snow, and the power was out for nearly an hour early this afternoon :]

*Cheers,
Gary*

I still relate with horror the tale of arriving in Lake Geneva last *June 16th* and the outside temperature being 49F.

I know, I know, but see I'm from *Florida*. If it hits the 50's, I break out a sweater!

Gentlegamer

Wednesday, 11th April, 2007, 09:49 PM

Quote:

*Originally Posted by **Col_Pladoh***

Frankly, I find very few new fantasy books in the general S&S vein worth reading. I do enjoy the "Diskworld" series, and Glen Cook's "Black Company" novels are appealing to me. Those are about all that spring to mind.

Probably because most fantasy books these days are in the "romantic fantasy" sub-genre. I'd rather read a "well-wrought tale" any day!

Gary Gyax Q&A: Part XIII

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Geoffrey

Wednesday, 11th April, 2007, 10:53 PM

Quote:

*Originally Posted by **Col_Pladoh***

Frankly, I find very few new fantasy books in the general S&S vein worth reading.

Me, too. Do you enjoy H. Rider Haggard novels? I've been relishing them of late. The sense of awe he can convey is almost religious in intensity.

Doug McCrae

Wednesday, 11th April, 2007, 11:21 PM

Gary, what were your inspirations for the D&D party? The small band of adventurers each with different, but equally useful, skills and abilities has been a very important concept in roleplaying games, yet it seems to have few analogues in fiction.

Col_Pladoh

Thursday, 12th April, 2007, 04:12 PM

Quote:

*Originally Posted by **thedungeondelver***

I still relate with horror the tale of arriving in Lake Geneva last June 16th and the outside temperature being 49F.

I know, I know, but see I'm from Florida. If it hits the 50's, I break out a sweater!

Heh, the kinfolk from Louisiana wore sweaters almost all the time when up here they missed the couple of weeks of truly hot weather we have with temps in the upper 80s and 90s--sometimes it has hit 100 or 101--with very high humidity as well. That is comparable to Florida's summer weather I am assured.

Cheers,
Gary

Col_Pladoh

Thursday, 12th April, 2007, 04:14 PM

Quote:

*Originally Posted by **Gentlegamer***

Probably because most fantasy books these days are in the "romantic fantasy" sub-genre. I'd rather read a "well-wrought tale" any day!

That sort of writing is as appealing to me as a Victorian Romance novel...

Cheers,
Gary

Col_Pladoh

Thursday, 12th April, 2007, 04:23 PM

Quote:

*Originally Posted by **Geoffrey***

Me, too. Do you enjoy H. Rider Haggard novels? I've been relishing them of late. The sense of awe he can convey is almost religious in intensity.

I haven't read any of Haggard's books in many years, but I surely do like his writing. *Alan Quartermain*, *She*, *King Solomon's Mines*, *Miawah's Revenge* are all remembered with great fondness. I believe he wrote other stories as well, but I can not remember them, so if I recall rightly, they were not of the caliber of those I can call to mind.

Incidentally, I saw an old B&W film, *She*, back around 1948, and it scared the daylights out of me as I was only age 10. The Amahagar (sp.?) dropped red-hot pots over the heads of their human victims, and when She Who Must be Obeyed bathed in the ray a second time the decay was most horrifying for a youngster :eek:

Cheers,
Gary

Col_Pladoh

Thursday, 12th April, 2007, 04:29 PM

Quote:

*Originally Posted by **Doug McCrae***

Gary, what were your inspirations for the D&D party? The small band of adventurers each with different, but equally useful, skills and abilities has been a very important concept in roleplaying games, yet it seems to have few analogues in fiction.

Indeed, as far as I know there are no literary parallels of the FRPG adventuring party. My inspiration was from wargaming, the mix of arms on the battlefield. Infantry = fighter, rangers/spoes = thief; medical/priest = cleric, artillery/engineers = magic-user.

Cheerio,
Gary

dcas

Thursday, 12th April, 2007, 05:57 PM

Quote:

*Originally Posted by **Col_Pladoh***

Indeed, as far as I know there are no literary parallels of the FRPG adventuring party.

The Fellowship of the Ring?

Not saying it was necessarily an inspiration, since I know you are not inordinately fond of Professor Tolkien's work; but the members of the Fellowship have, until their break-up, pretty clear roles as party members.

Col_Pladoh

Thursday, 12th April, 2007, 07:15 PM

Quote:

*Originally Posted by **dcas***

The Fellowship of the Ring?

Not saying it was necessarily an inspiration, since I know you are not inordinately fond of Professor Tolkien's work; but the members of the Fellowship have, until their break-up, pretty clear roles as party members.

Sorry, but there isn't a spell-caster amongst the lot.

Cheers,
Gary

Gentlegamer

Thursday, 12th April, 2007, 07:16 PM

Quote:

*Originally Posted by **Col_Pladoh***

Sorry, but there isn't a spell-caster amongst the lot.

I know Gandalf's magic is apparently weak compared to D&D magic, but surely he is a spell-caster!

Col_Pladoh

Thursday, 12th April, 2007, 09:12 PM

Quote:

*Originally Posted by **Gentlegamer***

I know Gandalf's magic is apparently weak compared to D&D magic, but surely he is a spell-caster!

Nary a cleric nor an illusionist, and Gandalf doesn't cast a truly potent spell on behalf of the party, so I'll stick by my statement :lol:

Cheerio,
Gary

noffham

Thursday, 12th April, 2007, 10:42 PM

Quote:

*Originally Posted by **Col_Pladoh***

Nary a cleric nor an illusionist, and Gandalf doesn't cast a truly potent spell on behalf of the party, so I'll stick by my statement :lol:

Cheerio,

Gary

Gandalf is clearly a psion with several domination-like powers and the ability to battle demons through astral projection. :cool:

Col_Pladoh

Thursday, 12th April, 2007, 10:45 PM

Quote:

*Originally Posted by **noffham***

Gandalf is clearly a psion with several domination-like powers and the ability to battle demons through astral projection. :cool:

Errr...

Somehow I do not believe that Professor Tolkien would agree with that.

Cheerio,
Gary

Geoffrey

Thursday, 12th April, 2007, 11:54 PM

Gandalf was an incarnate angel and definitely not anything described in Gygaxian D&D.

Speaking of J. R. R. Tolkien, are you planning to read *The Children of Hurin*? Here it is on amazon.com:
<http://www.amazon.com/Children-Hurin...6418464&sr=1-1>

That's the first newly-published fantasy novel that I've looked forward to since I can remember.

ColonelHardisson

Friday, 13th April, 2007, 12:22 AM

Quote:

*Originally Posted by **Col_Pladoh***

Nary a cleric nor an illusionist, and Gandalf doesn't cast a truly potent spell on behalf of the party, so I'll stick by my statement :lol:

*Cheerio,
Gary*

Using only the books as sources, his most flamboyant use of magic occurs off-stage - a good example is his battle with the Ringwraiths at Weathertop. Lots of thunder and lightning, but only seen from afar. His battle with the Balrog on the top of Zirak-Zigil is also very flashy, also with lightning and thunder, but again, it's related by him in flashback. The most outright-powerful use of magic he displays "on stage" occurs as he races out to rescue Faramir and company; he uses a ray of light to drive away the Nazgul almost at the gates of Minas Tirith. But, this could have been an effect of the Elven Ring he wore, which was the Ring of Fire.

JRRNeiklot

Friday, 13th April, 2007, 06:21 AM

Quote:

*Originally Posted by **Col_Pladoh***

Wonderful weather considering global warming...

This has been the coldest April in a long time here in Wisconsin. We have about fourinches of snow, and the power was out for nearly an hour early this afternoon :]

*Cheers,
Gary*

Heh, we actually had snpw flurries on Easter in Alabama.

Col_Pladoh

Friday, 13th April, 2007, 04:13 PM

Quote:

*Originally Posted by **Geoffrey***

Gandalf was an incarnate angel and definitely not anything described in Gygaxian D&D.

*Speaking of J. R. R. Tolkien, are you planning to read The Children of Hurin? Here it is on amazon.com:
<http://www.amazon.com/Children-Hurin...6418464&sr=1-1>*

That's the first newly-published fantasy novel that I've looked forward to since I can remember.

Indeed, whatever Gandalf might have been in regards the Professor's mind, he was not a character that is comparable to virtually any FRPG

system I can think of that was not designed specifically from the Rings Trilogy.

I am in no hurry to read the "new" JRRT book, as I have plenty of reading material at the moment.

Cheers,
Gary

Col_Pladoh

Friday, 13th April, 2007, 04:17 PM

Quote:

Originally Posted by **ColonelHardisson**

Using only the books as sources, his most flamboyant use of magic occurs off-stage - a good example is his battle with the Ringwraiths at Weathertop. Lots of thunder and lightning, but only seen from afar. His battle with the Balrog on the top of Zirak-Zigil is also very flashy, also with lightning and thunder, but again, it's related by him in flashback. The most outright-powerful use of magic he displays "on stage" occurs as he races out to rescue Faramir and company; he uses a ray of light to drive away the Nazgul almost at the gates of Minas Tirith. But, this could have been an effect of the Elven Ring he wore, which was the Ring of Fire.

Heh,

And what other sources might one use for Gandalf other than the books Tolkein authored? As far as I can determine, the Professor's concept of the magic used on Middle Earth was not of the sort common in S&S fiction and found in FRPGs.

Cheerio.
Gary

Col_Pladoh

Friday, 13th April, 2007, 04:19 PM

Quote:

Originally Posted by **JRRNeiklot**

Heh, we actually had snpw flurries on Easter in Alabama.

No question about it. The weather across the US is funky. At least here in southeastern Wisconsin today is sunny and the sun is melting the ice and snow a bit.

Cheers,
Gary

Geoffrey

Friday, 13th April, 2007, 04:40 PM

Quote:

Originally Posted by **Col_Pladoh**

As far as I can determine, the Professor's concept of the magic used on Middle Earth was not of the sort common in S&S fiction and found in FRPGs.

There is in fact a passage from Tolkien (in one of his letters, I think) in which he in the strongest terms said that the power possessed by the Five Wizards (Saruman, Gandalf, Radagast, and two unnamed ones) was of an entirely different nature than the powers of magicians in other literature. The Five Wizards did not learn magic techniques or tap into powers outside of themselves. They simply acted in accordance with their nature as incarnate angels. Fish can breathe underwater and birds can fly not because they have magic powers, but because such are their God-given natures.

There is also a passage in *The Fellowship of the Ring* in Lothlorien in which one of the Hobbits (Pippin, perhaps?) asks one of the Elves if one of the Elven objects was "magic". The Elf responds by not even knowing what the word "magic" means. The Elf said the object was "Elven". This again is an example of Tolkien's Elves simply acting in accordance with their Elvish natures. They did not learn magic spells.

Tolkien said *The Lord of the Rings* is a Catholic work, and he certainly did not have his good characters practicing sorcerous techniques such as are forbidden by Rome.

The closest thing in D&D to this are those monsters who have innate spell-like powers. Such monsters don't learn magic spells. They instead merely act in accordance with their natures. The closest thing in AD&D to Gandalf would be a deva.

Geoffrey

Friday, 13th April, 2007, 04:49 PM

Here is the passage from chapter 8: "Farewell to Lorien" in *The Fellowship of the Ring*:

'Are these magic cloaks?' asked Pippin, looking at them with wonder.

'I do not know what you mean by that,' answered the leader of the Elves. 'They are fair garments, and the web is good, for it was made in this land. They are elvish robes certainly, if that is what you mean. Leaf and branch, water and stone: they have the hue and beauty of all these things under the twilight of Lorien that we love; for we put the thought of all that we love into all that we make. Yet they are garments, not armour, and they will not turn shaft or blade. But they should serve you well: they are light to wear, and warm enough or cool enough at need. And you will find them a great aid in keeping out of the sight of unfriendly eyes, whether you walk among the stones or the trees. You are indeed high in the favour of the Lady! For she herself and her maidens wove this stuff; and never before have we clad strangers in the garb of our own people.'

All times are GMT +1. The time now is 03:59 PM.

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Col_Pladoh

Friday, 13th April, 2007, 05:12 PM

Quote:

*Originally Posted by **Geoffrey***

'''

...The closest thing in AD&D to Gandalf would be a deva.

And that angel-like creature was meant to be as such.

Cheers,
Gary

ColonelHardisson

Friday, 13th April, 2007, 05:43 PM

Quote:

*Originally Posted by **Col_Pladoh****And what other sources might one use for Gandalf other than the books Tolkein authored?*

A lot of people now use the movies as sources. The movies \neq the books, by a long shot. My mentioning that I was only using the books as sources was to head off any "where was that in the movies?" type of questions.

Col_Pladoh

Friday, 13th April, 2007, 07:29 PM

Quote:

*Originally Posted by **ColonelHardisson****A lot of people now use the movies as sources. The movies \neq the books, by a long shot. My mentioning that I was only using the books as sources was to head off any "where was that in the movies?" type of questions.*

Had the Professor written and directed the films, they would have validity in regards Middle Earth. As that is not the case, anything in the films that does not appear in Tolkien's writings is absolutely apocryphal, is it not?

Cheers,
Gary

Geoffrey

Friday, 13th April, 2007, 08:56 PM

Quote:

*Originally Posted by **Col_Pladoh****And that angel-like creature was meant to be as such.*Cheers,
Gary

Really? Devas were meant to be like Gandalf? That's pretty cool. :cool:

Col_Pladoh

Friday, 13th April, 2007, 09:29 PM

Quote:

*Originally Posted by **Geoffrey****Really? Devas were meant to be like Gandalf? That's pretty cool. :cool:*

:confused:

Would you believe more like *angels* than a pointy-hatter wizard!

:lol:
Gary

Geoffrey

Friday, 13th April, 2007, 10:29 PM

Oops, I read that wrong.

ColonelHardisson

Friday, 13th April, 2007, 11:29 PM

Quote:

*Originally Posted by **Col_Pladoh***

Had the Professor written and directed the films, they would have validity in regards Middle Earth. As that is not the case, anything in the films that does not appear in Tolkien's writings is absolutely apocryphal, is it not?

I agree. The thing is, I've seen more and more people who assume that the movies cleave very closely to Tolkien's books, and accept anything in them as canon. My caveat was intended for those who had only seen the movies and not read the trilogy, which is a fairly good number of folk. Many of them - the ones I've spoken to - are surprised at how much the films diverge from the books.

By the way, I meant it as a general comment for anyone reading this thread. It wasn't directed at you. My assumption is you know the movies and books are two different beasts.

Col_Pladoh

Saturday, 14th April, 2007, 12:14 AM

Quote:

*Originally Posted by **ColonelHardisson***

...

By the way, I meant it as a general comment for anyone reading this thread. It wasn't directed at you. My assumption is you know the movies and books are two different beasts.

:D

Yes indeed, and I must confess that I very much enjoyed the movies... :lol:

Cheerio,
Gary

Imperialus

Saturday, 14th April, 2007, 01:24 AM

Quote:

*Originally Posted by **Col_Pladoh***

Howdy Colonel,

Short answer:

Frankly, I find very few new fantasy books in the general S&S vein worth reading. I do enjoy the "Diskworld" series, and Glen Cook's "Black Company" novels are appealing to me. Those are about all that spring to mind. The fiction I have been reading these days is mostly murder mystery (I loved the "Judge Dee" series), historical (such as Cornwell's various series), alternate history, and some re-reading of old fantasy & SF books.

*Cheers,
Gary*

Black Company is a great read, I don't know if you've ever given him a try by George RR Martin's Song of Ice and Fire is an exceptionally well written fantasy series. It moves quite sharply away from a traditional S&S novel but but the machinations of the various noble families are fascinating to follow.

Also, have you gotten a chance to read the re-released Conan books? *Coming of Conan, Conquering Sword of Conan and Bloody Crown of Conan*? If so, how do you think Howard's original work compares to the editing that Du-Camp did?

dcas

Saturday, 14th April, 2007, 01:28 AM

Quote:

*Originally Posted by **Imperialus***

George RR Martin's Song of Ice and Fire is an exceptionally well written fantasy series.

Yes, if one doesn't mind reading 1000-page books. :D

gideon_thorne

Saturday, 14th April, 2007, 01:30 AM

Quote:

*Originally Posted by **dcas***

Yes, if one doesn't mind reading 1000-page books. :D

Wots wrong with a 1000 page book? Thats 'light' reading. ^_^

On the previous literary topic, there is an entertaining book called The Historian, by Elizabeth Kostova, that deals with a more 'eastern' europe as a subject. For the 'alternative historian' taste certainly. ^_^

dcas

Saturday, 14th April, 2007, 04:15 AM

Quote:

*Originally Posted by **gideon_thorne***

Wots wrong with a 1000 page book? Thats 'light' reading. ^_^

It's fine if it's just one book, but a *series* of 1000-page books? No thanks.

Geoffrey

Saturday, 14th April, 2007, 04:43 AM

I read the first of George R. R. Martin's series of fantasy novels, and it was more than enough for my tastes. I'm not going to read any more of them.

I read the first 200 pages of Kostova's *The Historian* before giving it up. The historical background is fascinating, but the rest turned me off.

Those were the last two contemporary fantasy novels I've read. I've pretty much given up on it all. I just stick with the old stuff.

Oh, wait: I do rather enjoy M. A. R. Barker's Tekumel novels, though more for the setting than for the plots or characters.

Imperialus

Saturday, 14th April, 2007, 07:38 AM

Quote:

*Originally Posted by **dcas***

*It's fine if it's just one book, but a *series* of 1000-page books? No thanks.*

Beats the heck out of anything by Ann Rand. *has a flashback of Atlas Shrugged, begins screaming wildly about selfishness and robs a little old lady*

Col_Pladoh

Saturday, 14th April, 2007, 03:02 PM

Quote:

*Originally Posted by **Imperialus***

Black Company is a great read, I don't know if you've ever given him a try by George RR Martin's Song of Ice and Fire is an exceptionally well written fantasy series. It moves quite sharply away from a traditional S&S novel but but the machinations of the various noble families are fascinating to follow.

Also, have you gotten a chance to read the re-released Conan books? Coming of Conan, Conquering Sword of Conan and Bloody Crown of Conan? If so, how do you think Howard's original work compares to the editing that Du-Camp did?

The Martin works do not sound particularly appealing to me, but I am in process of reading the three trade paperback REH Conan books now. I have read some few non-edited Howard yarns way back in the 1950, and IMO de Camp did no justice to the original writing.

I enjoy de Camp's writing, very mych so when teamed with Fletcher Pratt, but he messed up REH's writing, as did the other posthumous collaborators.

Cheers,
Gary

Col_Pladoh

Saturday, 14th April, 2007, 03:05 PM

Quote:

*Originally Posted by **dcas***

Yes, if one doesn't mind reading 1000-page books. :D

To me that's a bit too long for a single work of fiction. A series that I enjoy can run much longer than that, as with Cornwell's "Sharpe" novels. I wish that the "Judge Dee" series was as lengthy as that...

Cheers,
Gary

Col_Pladoh

Saturday, 14th April, 2007, 03:10 PM

Quote:

*Originally Posted by **Geoffrey***

I read the first of George R. R. Martin's series of fantasy novels, and it was more than enough for my tastes. I'm not going to read any more of them.

I read the first 200 pages of Kostova's The Historian before giving it up. The historical background is fascinating, but the rest turned me off.

Those were the last two contemporary fantasy novels I've read. I've pretty much given up on it all. I just stick with the old stuff.

Oh, wait: I do rather enjoy M. A. R. Barker's Tekumel novels, though more for the setting than for the plots or characters.

As I stated earlier in this thread, I do not find contemporary fantasy writing to my taste, so we are in agreement there.

It seems to me that Phil Barker's character and place names are so difficult to pronounce as to make reading a chore.

Cheers,
Gary

Steel_Wind

Saturday, 14th April, 2007, 04:27 PM

Quote:

*Originally Posted by **Col_Pladoh***

As I stated earlier in this thread, I do not find contemporary fantasy writing to my taste, so we are in agreement there.

I don't disagree with you Gary. I'm saying "me too" pretty loudly.

But George RR Martin's "Fanthistorical" approach in his *Song of Ice and Fire* series are the best damn books I've ever read in the past 30 years (or at all, to be blunt).

Time called him "The American Tolkien" a year back. Hyperbole? Perhaps - but maybe not. There's a whole lot of smoke for there to be no fire.

It's a new approach: magic-lite, grim, gritty, character centric and a very realistic historical feel. You are doing yourself a disservice by not taking the opportunity to let your mind wander in his world.

gideon_thorne

Saturday, 14th April, 2007, 04:30 PM

Quote:

*Originally Posted by **Col_Pladoh***

The Martin works do not sound particularly appealing to me, but I am in process of reading the three trade paperback REH Conan books now.

smiles Last time I talked to George Martin I asked him if he actually intended to have any characters left by the end of the series.

He did mention, in reply, that the final cover of the series was going to depict an endless array of gravestones.

I gave the first trio of books a shot. Not really my cup of tea. Clearly, tastes differ. ^_^

Col_Pladoh

Saturday, 14th April, 2007, 04:41 PM

I enjoy the Disk World series...

Now I shall pick up and read the last of the three books in the "Archer's Tale" trilogy.

Cheers,
Gary

Imperialus

Saturday, 14th April, 2007, 05:47 PM

Quote:

*Originally Posted by **gideon_thorne*****smiles* Last time I talked to George Martin I asked him if he actually intended to have any characters left by the end of the series.*

A friend of mine and I have a bet on who's going to survive the series. I'm already down one on him, but with 3 more books I'll have lots of time to catch up and I'm pretty confident about at least two of my choices.

Quote:

*Originally Posted by **Col_Pladoh****I enjoy de Camp's writing, very much so when teamed with Fletcher Pratt, but he messed up REH's writing, as did the other posthumous collaborators.*

I just recently finished reading the "Savage Tales of Solomon Kane" reprint. I can honestly say I think I like Kane almost more than I like Conan. The only one from that series I'm missing now is Bran-Moc-Mon.

As for my own opinion on the Du-Camp pastiches/edits I whole heartedly agree with you. I hadn't realized how much he'd changed until I got the chance to read them side by side.

thedungeondelver

Saturday, 14th April, 2007, 06:21 PM

Hey Gary, were the early **AD&D** modules penned by you taken from the Lake Geneva campaign wholly or in part or did you set out to write them specifically for the events noted on the cover blurbs with a later eye to publication?

Geoffrey

Saturday, 14th April, 2007, 07:16 PM

Quote:

*Originally Posted by **Col_Pladoh****It seems to me that Phil Barker's character and place names are so difficult to pronounce as to make reading a chore.*

I can certainly understand that. I have to admit that I actually like his names. He and Tolkien invented honest-to-goodness languages, and hence their nomenclature feels real. I can't stand the big, unpronounceable names in most other authors' works (Flamblerideragiz the Wizard, and such rot). They just sit there and pull monstrosities out of their nether regions, and it shows.

Gary, do you like Japanese giant monster movies, such as Godzilla (28 films so far!)? I'm rediscovering them with my young daughter.

Col_Pladoh

Saturday, 14th April, 2007, 10:33 PM

Imperialus,

IIRR, goward wrote the Bran Mac Morn yarns before he did the tales of Conan, actually used some of his plots for future Bran tales in the Conan stories.

Cheers,
Gary

Col_Pladoh

Saturday, 14th April, 2007, 10:39 PM

Quote:

*Originally Posted by **thedungeondelver****Hey Gary, were the early **AD&D** modules penned by you taken from the Lake Geneva campaign wholly or in part or did you set out to write them specifically for the events noted on the cover blurbs with a later eye to publication?*

TSR was getting a lot of requests for adventure modules, so I did all of the initial modules strictly to fill the void in the company's product line. Of course I had my group play-test them, also had TSR employees do so. The only modules taken directly from my campaign were *Dungeonland*,

Land Beyond the Magic Mirror, Isle of the Ape, Village of Hommlet, and Temple of Elemental Evil. The others were slipped into the campaign as side adventure areas.

I wrote the G series as a break between finishing the PHB and starting the DMG, and I did the D series after completing the ms. for the DMG.

Cheers,
Gary

Col_Pladoh

Saturday, 14th April, 2007, 10:43 PM

Quote:

*Originally Posted by **Geoffrey***

I can certainly understand that. I have to admit that I actually like his names. He and Tolkien invented honest-to-goodness languages, and hence their nomenclature feels real. I can't stand the big, unpronounceable names in most other authors' works (Flamblerideragiz the Wizard, and such rot). They just sit there and pull monstrosities out of their nether regions, and it shows.

Gary, do you like Japanese giant monster movies, such as Godzilla (28 films so far!)? I'm rediscovering them with my young daughter.

One must be very immersed, shall we say, in the setting being detailed to create special languages spoken therein.

As for Japanese monster movies, I must say they are not my cup of tea...although I get a laugh out of some of them: "Look! Gorgonzola, Cheese Monster, destroys the entire miniature village as if it were a toy!"

:lol:
Gary

Nathal

Sunday, 15th April, 2007, 04:22 AM

Legendary Adventure

Hi Gary!

I was reading through my old Volume I of Legends Magazine and wondered when the Trolls are planning those hardbacks of LA. Last I heard they were due out last summer. I see some nice stuff coming out related to LA, like a new module you and Chris Clark penned, but still no new core rulebooks. Any new news on that front, or is "Essentials" IT for the foreseeable future? I would email you directly with this question, but I posted here because I'm sure there are others curious about the same thing. :)

~Dan Cross

Gray Mouser

Sunday, 15th April, 2007, 04:59 AM

Quote:

*Originally Posted by **Col_Pladoh***

:confused:

Would you believe more like angels than a pointy-hatter wizard!

*:lol:
Gary*

What? Devas like angels? You mean the winged figure in the MM II that was an other-planar minion of the powers of weal were meant to resemble angels? That's crazy talk, I tell you!

;))

Actually, I rather liked Devas, Solars and (IIRC) Planatars. It did seem, however, that the Solar could give a demon lord or duke of hell a run for his money. Which is fitting, given the angel/demon/devil parallels :)

I recall that the Devas were divided into three distinct groups, were Planatars and Solars, as well? Was this three-fold division inspired by the "Choirs of Angels" belief that was developed largely by Pseudo-Dionysius' reflection on various passages in the New Testament?

Gray Mouser

Gray Mouser

Sunday, 15th April, 2007, 05:20 AM

Hey Colonel, I was just wondering about the WoGH setting. I'm sure we all have our favorite parts of the Flanaess, around which we either base our Oerth campaigns or to which we just have a certain attraction (I'm rather partial to the Free City of Greyhawk, Furyondy, as well as some of the western lands, such as Zeif, not to mention finding the Valley of the Mage an interesting place for potential adventures). My question is this: Besides the City of Greyhawk, what other lands figured prominently in your campaign? I know that the campaign figured largely around Greyhawk and that there were trips to China and, IIRC, Hemppmonoland (or its equivalent) but did any of the players ever make it to places such as Ket, the Bandit Kingdoms, the Great Kingdom, Dyvers, etc.? Were there any major NPC's from such places that interacted with the players on a normal, or memorable, basis?

Gray Mouser

Col_Pladoh

Sunday, 15th April, 2007, 05:02 PM

Quote:

Originally Posted by **Nathal**

Hi Gary!

I was reading through my old Volume I of Lejends Magazine and wondered when the Trolls are planning those hardbacks of LA. Last I heard they were due out last summer. I see some nice stuff coming out related to LA, like a new module you and Chris Clark penned, but still no new core rulebooks. Any new news on that front, or is "Essentials" IT for the foreseeable future? I would email you directly with this question, but I posted here because I'm sure there are others curious about the same thing. :)

~Dan Cross

Hi Dan,

As far as I know the hardback version of the LA game was never contemplated being released in 2006. The object has been to clear out the paperback versions. The Trolls will likely be releasing the supplements to the core rules, *Tome of Knowledge* and *More Beasts of Legend* in PDF format this year, along with hardcover releases of *Legendary Pantheons* and *Shamanism & Witchcraft*. then the revised edition of the three core rule books will be done in hardback next year...I think.

Cheerio,
Gary

Col_Pladoh

Sunday, 15th April, 2007, 05:06 PM

Quote:

Originally Posted by **Gray Mouser**

What? Devas like angels? You mean the winged figure in the MM II that was an other-planar minion of the powers of weal were meant to resemble angels? That's crazy talk, I tell you!

;)

Actually, I rather liked Devas, Solars and (IIRR) Planatars. It did seem, however, that the Solar could give a demon lord or duke of hell a run for his money. Which is fitting, given the angel/demon/devil parallels :)

I recall that the Devas were divided into three distinct groups, were Planatars and Solars, as well? Was this three-fold division inspired by the "Choirs of Angels" belief that was developed largely by Pseudo-Dionysius' reflection on various passages in the New Testament?

Gray Mouser

Hi Mouser,

Devas were drawn mainly from mythology.

Planetar and Solar were inspired by Theosophy. There were no grades of either IIRR--too lazy to dig up MMII and check for sure.

The lot were surely meant to counter, and then some, the minions of the Lower Planes ;)

Cheerio,
Gary

Col_Pladoh

Sunday, 15th April, 2007, 05:16 PM

Quote:

Originally Posted by **Gray Mouser**

Hey Colonel, I was just wondering about the WoGH setting. I'm sure we all have our favorite parts of the Flanaess, around which we either base our Oerth campaigns or to which we just have a certain attraction (I'm rather partial to the Free City of Greyhawk, Furyondy, as well as some of the western lands, such as Zeif, not to mention finding the Valley of the Mage an interesting place for potential adventures). My question is this: Besides the City of Greyhawk, what other lands figured prominently in your campaign? I know that the campaign figured largely around Greyhawk and that there were trips to China and, IIRC, Hempmonoland (or its equivalent) but did any of the players ever make it to places such as Ket, the Bandit Kingdoms, the Great Kingdom, Dyvers, etc.? Were there any major NPC's from such places that interacted with the players on a normal, or memorable, basis?

Gray Mouser

Hi Again!

Most of the overland travel went north and west of Greyhawk--including the Ulek States, the Vesve Forest, Shield Lands, and Bandit Kingdoms. That and adventuring in the Bright Desert and Wild Coast was about it, although some of the PCs in later years ventured into the east, but not much beyond Idee in the Great Kingdom. One party did range through the far East's cold lands, and another was journeying through the western lands aiming for the coast of Ket. Mordenkainen was in the lands of the Wolf Nomads, recruited a troop of horse archers there. I brought in no NPCs from East or West as there were plenty from the central and north.

Cheers,
Gary

Hi Gary

Jagdtiger or IS2? ;)

Col_Pladoh

Sunday, 15th April, 2007, 05:25 PM

Quote:

*Originally Posted by **PapersAndPaychecks***

Hi Gary

Jagdtiger or IS2? ;)

The JS2 has better field of fire and greater mechanical reliability, so for offense I'd take the Soviet AFV. For a basically static defensive action I believe that the Jagdtiger would serve better.

Cheerio,
Gary

Col_Pladoh

Sunday, 15th April, 2007, 05:41 PM

BTW,

Not to belabor the obvious, but the quote about using rules as a jumping-off point applies mainly to RPG play, not boardgames or card games :cool:

Cheers,
Gary

dcas

Sunday, 15th April, 2007, 08:36 PM

Quote:

*Originally Posted by **Col_Pladoh***

The Trolls will likely be releasing the supplements to the core rules, Tome of Knowledge and More Beasts of Legend in PDF format this year, along with hardcover releases of Legendary Pantheons and Shamanism & Witchcraft.

It looks like MBoL, at the very least, will be released as a softcover:

<http://www.trolllord.com/newsite/legendary/3352.html>

Col_Pladoh

Sunday, 15th April, 2007, 09:48 PM

Quote:

*Originally Posted by **dcas***

It looks like MBoL, at the very least, will be released as a softcover:

<http://www.trolllord.com/newsite/legendary/3352.html>

That is what I have urged, so that the supplements match the original core rules books, with PDF copies also made available. The revised edition is to be done in hardbound.

Cheers,
Gary

Mighty Veil

Sunday, 15th April, 2007, 11:50 PM

Quote:

*Originally Posted by **Col_Pladoh***

Planetar and Solar were inspired by Theosophy.

What exactly is Theosophy all about? I'm reading it on Wiki but that's not helping. I'm curious to know because when my grandmother died years ago. In her book collection I found a very old bible like book with the emblem of the Theosophical Society symbol on it. The symbol has the Nazi symbol in it, so I always wondered if there was some connection (not that grandma *ever* seemed like the type).

Col_Pladoh

Monday, 16th April, 2007, 12:33 AM

Quote:

Originally Posted by **Mighty Veil**

*What exactly is Theosophy all about? I'm reading it on Wiki but that's not helping. I'm curious to know because when my grandmother died years ago. In her book collection I found a very old bible like book with the emblem of the Theosophical Society symbol on it. The symbol has the Nazi symbol in it, so I always wondered if there was some connection (not that grandma *ever* seemed like the type).*

Look up Spiritism and Theosophy online, also try Madam Blavatsky (sp?). It was a popular belief back in the late 1800s and lasted into the early 1900s, a spiritualist sort of belief. As a matter of fact it was very active in Wisconsin...and look up Wisconsin Death Trip sometime.

The swastika is a gammadon, IIRR, used in ancient India and by the American Indians as a good luck symbol.

Cheers,
Gary

Mighty Veil

Monday, 16th April, 2007, 01:04 AM

Quote:

Originally Posted by **Col_Pladoh**

The swastika is a gammadon,

Looking at Solar Symbols at Wiki. The Canadian flag looks similar to the 8 pointed star. Makes me wonder if that's what it's suppose to be.

8 pointed star
http://en.wikipedia.org/wiki/Solar_symbols

Maple leaf flag
http://en.wikipedia.org/wiki/Maple_leaf_flag

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Thulcondar

Monday, 16th April, 2007, 01:42 AM

Dear Gary,

(And thanks for the permission to use the familiar; I'm something of a formalist when it comes to addressing those I consider my betters.)

A minor question regarding something I recently uncovered while researching an article on how to get the most out of DMing the D1-3 series. In D1, on p. 6, you say that "Shadow groups are spies for the Drow, for they are the major creations of the Drow deity." (Shadows referring of course to the AD&D monster.)

I was just wondering if you could elaborate on the connection between Lolth and the creation of Shadows. I realize that Driders are now considered the "major creations" of Lolth, thanks to "Queen of the Demonweb Pits" (*sigh*), but the thought occurred to me that perhaps you were being somewhat sly in referring to "the Drow deity", and might perhaps have meant the Elder Elemental God, rather than Lolth. Or that might just be reading too much into it.

I know Q1 was not your work for the most part, of course; had you perhaps originally intended some connection with Lolth and the demiplane of shadow, or something else?

Thulcondar

PS: That aforementioned keyboard is packed and ready to be shipped out. Apologies for the delay; it's been an "interesting time" around here, in the Chinese sense of the term.

Thulcondar

Monday, 16th April, 2007, 04:24 AM

Quote:

*Originally Posted by Col_Pladoh**Hi Mouser,**Devas were drawn mainly from mythology.**Planetary and Solar were inspired by Theosophy. There were no grades of either IIRR--too lazy to dig up MMII and check for sure.**The lot were surely meant to counter, and then some, the minions of the Lower Planes ;)**Cheerio,
Gary*

I find that particularly fascinating (and yet another indicator of just how far you were willing to go to find source material). Although it also points out how far Mme. Blavatsky was willing to go for source material, inasmuch as the Deva is a Hindu figure.

I have been toying with the idea of putting together some sort of Angelic hierarchy to counter the Diabolic and Demonic hierarchies. Since we have arch-devils, why not arch-angels? Major Devils and Seraphim. Demon Princes and Saints... The details are unimportant, but you get the idea... And of course the "named" Infernal figures would have their own counterparts.

The only thing that has stumped me thusfar is in individualizing them sufficiently. Perhaps I am a creature of the mythologies to which I am accustomed, but the angelic hosts always seemed so... homogenous. Valkyries could work for one of the other alignments (NG, mayhap, although for those who know their true nature according to the Norse lore they are far from beneficent beings!), but I find myself at something of a stumbling block. And for the non-good/evil minions... I would ache for something more rooted in mythology than Modrons.

Any thoughts as to a possible expansion of the demon/devil/daemon idea into the realms of Good, beyond the (to my mind, rather limited) Deva/Plantar/Solar?

As always, my thanks in advance.

Timmundo

Monday, 16th April, 2007, 06:00 AM

Quote:

*Originally Posted by Mighty Veil**Looking at Solar Symbols at Wiki. The Canadian flag looks similar to the 8 pointed star. Makes me wonder if that's what it's suppose to be.*

The leaf is meant to look like a maple leaf - and although it is commonly held that there is a point for each province, and one for the territories, this is not the case.

Imperialus

Monday, 16th April, 2007, 07:19 AM

Quote:

Originally Posted by **Col_Pladoh**

Imperialus,

IIR, goward wrote the Bran Mac Morn yarns before he did the tales of Conan, actually used some of his plots for future Bran tales in the Conan storues.

Cheers,
Gary

I think Conan was actually the last character that Howard devoted any real time to before his untimely death. Phoenix and the Sword was actually written and rejected as a Kull story called "By This Axe I Rule!" before he rewrote it as the first Conan story. Solomon Kane and Bran Moc Mon and Kull were all written before Conan. It's interesting to read them all and see where some of the inspiration for Conan came from.

Imperialus

Monday, 16th April, 2007, 07:26 AM

Quote:

Originally Posted by **Mighty Veil**

Looking at Solar Symbols at Wiki. The Canadian flag looks similar to the 8 pointed star. Makes me wonder if that's what it's suppose to be.

Like Timmundo said it's a maple leaf, which just so happens to have 11 points. It definatly doesn't match up anymore though, we're up to 10 provinces and 3 territories... The maple leaf first showed up in WWI on the cap badges of Canadian troops. To the best of my knowlage, no occult connections.

Col_Pladoh

Monday, 16th April, 2007, 03:07 PM

Quote:

Originally Posted by **Mighty Veil**

Looking at Solar Symbols at Wiki. The Canadian flag looks similar to the 8 pointed star. Makes me wonder if that's what it's suppose to be.

8 pointed star
http://en.wikipedia.org/wiki/Solar_symbols

Maple leaf flag
http://en.wikipedia.org/wiki/Maple_leaf_flag

Howdy,

I don't believe that solar symbols are connected to the supposed Theophysical Solar spirit creatire. a sort of thing similar to a Seraph, just as the Planatar is rougly equivalent to a Cherub.

Cheers,
Gary

dcas

Monday, 16th April, 2007, 03:18 PM

Quote:

Originally Posted by **Col_Pladoh**

I don't believe that solar symbols are connected to the supposed Theophysical Solar spirit creatire. a sort of thing similar to a Seraph, just as the Planatar is rougly equivalent to a Cherub.

Are there rough D&D equivalents to each of the nine choirs of angels? or was that not a consideration?

Col_Pladoh

Monday, 16th April, 2007, 03:38 PM

Quote:

Originally Posted by **Thulcondar**

Dear Gary,

(And thanks for the permission to use the familiar; I'm something of a formalist when it comes to addressing those I consider my betters.)

:lol:

Not a better, merelt a fellow gaming enthusiast that happens to have a compulsive neurotic drive to write.

Quote:

A minor question regarding something I recently uncovered while researching an article on how to get the most out of DMing the D1-3 series. In D1, on p. 6, you say that "Shadow groups are spies for the Drow, for they are the major creations of the Drow deity." (Shadows referring of course to the AD&D monster.)

*I was just wondering if you could elaborate on the connection between Lolth and the creation of Shadows. I realize that Driders are now considered the "major creations" of Lolth, thanks to "Queen of the Demonweb Pits" (*sigh*), but the thought occurred to me that perhaps you were being somewhat sly in referring to "the Drow deity", and might perhaps have meant the Elder Elemental God, rather than Lolth. Or that might just be reading too much into it.*

I know Q1 was not your work for the most part, of course; had you perhaps originally intended some connection with Lolth and the demiplane of shadow, or something else?

Thulcondar

PS: That aforementioned keyboard is packed and ready to be shipped out. Apologies for the delay; it's been an "interesting time" around here, in the Chinese sense of the term.

Actually, I did not mean the drider to be a creation of Lolth, but rather shadows as you note, that coming from her draining humans of positive life energy as a spider sucks the fluids from its prey.

Dave Sutherland created the drider for Q1 and attributed it to Lolth, so that was that. So under those circumstances the best way to reconcile the problem is to have the EEG be the creator of the shadow.

May you live in interesting times, eh? :uhoh: Have you read the Judge Dee mysteries? Excellent if you enjoy the genre.

Anyway, no problem about the delay regarding the keyboard--a sunny day here, so reading the worn keys is not difficult... :lol:

Cheers,
Gary

Col_Pladoh

Monday, 16th April, 2007, 03:42 PM

Quote:

*Originally Posted by **Thulcondar***

I find that particularly fascinating (and yet another indicator of just how far you were willing to go to find source material). Although it also points out how far Mme. Blavatsky was willing to go for source material, inasmuch as the Deva is a Hindu figure.

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The only thing that has stumped me thusfar is in individualizing them sufficiently. Perhaps I am a creature of the mythologies to which I am accustomed, but the angelic hosts always seemed so... homogenous. Valkyries could work for one of the other alignments (NG, mayhap, although for those who know their true nature according to the Norse lore they are far from beneficent beings!), but I find myself at something of a stumbling block. And for the non-good/evil minions... I would ache for something more rooted in mythology than Modrons.

Any thoughts as to a possible expansion of the demon/devil/daemon idea into the realms of Good, beyond the (to my mind, rather limited) Deva/Plantar/Solar?

As always, my thanks in advance.

The short answer is that as a Christian I have stayed away from Judeo-Christian theology. Thus the use of Theophysical in Hindu spirit entities.

Cheers,
Gary

Col_Pladoh

Monday, 16th April, 2007, 03:44 PM

Quote:

*Originally Posted by **dcas***

Are there rough D&D equivalents to each of the nine choirs of angels? or was that not a consideration?

That was not a consideration, the Devas, Planatars, and Solars were added to the roster of creatures to counter-balance the various demone, devils, and fiends.

Cheerio,
Gary

FATDRAGONGAMES

Tuesday, 17th April, 2007, 03:58 AM

Hi Gary!

Was there ever a formula for determining XP and GP values for magic items in 1E AD&D? If not, do you have any suggestions or guidelines for doing so?

Quote:

Originally Posted by **Mighty Veil**

Looking at Solar Symbols at Wiki. The Canadian flag looks similar to the 8 pointed star. Makes me wonder if that's what it's suppose to be.

8 pointed star

http://en.wikipedia.org/wiki/Solar_symbols

Maple leaf flag

http://en.wikipedia.org/wiki/Maple_leaf_flag

Purely coincidental, as you can see from the evolution of the flag in the Wiki article. It doesn't say it but the maple leaf was being used as a Canadian symbol by the military as early as WW1 (the tunnels near Vimy Ridge are full of them: <http://198.103.134.2/content/memoria...images/026.jpg>).

Sorry to go off-topic, its a terrible habit!!

Gary:

It is my understanding you enjoy Edgar Rice Burrough's works set on Mars. Is there any other science fiction you enjoy?

jasin

Tuesday, 17th April, 2007, 11:04 AM

Quote:

Originally Posted by **Col_Pladoh**

Planetar and Solar were inspired by Theosophy. There were no grades of either IIRR--too lazy to dig up MMII and check for sure.

Could you provide more details on this, please?

I had some ideas for a game that involved a world with a single solar as the spirit/ruler/personification of the Sun and a single planetar as the spirit/ruler/personification of Earth. The epic overarching plot would involve the planetar rising up against the solar: a bit of gnosticism, a bit of Ra vs. Apophis...

What got me thinking along these lines were mostly just the names for the creatures, "planetar" and "solar" which I never thought were chosen for any particular reason, but now that you mention being inspired by Theosophy, it seems I might have been going back to the roots without being aware of them.

Col_Pladoh

Tuesday, 17th April, 2007, 04:42 PM

Quote:

Originally Posted by **FATDRAGONGAMES**

Hi Gary!

Was there ever a formula for determining XP and GP values for magic items in 1E AD&D? If not, do you have any suggestions or guidelines for doing so?

Hmmm...

I would have sworn that I used one when I set those values down in GPs in the DMG, but I surely can not recall what it was. The GP value given for a magic item equaled what XPs I gave for it if they sold it. Halved the amount in XPs if it was retained by anyone in the party.

Cheers,
Gary

Col_Pladoh

Tuesday, 17th April, 2007, 05:09 PM

Quote:

Originally Posted by **edgewaters**

...

Gary:

It is my understanding you enjoy Edgar Rice Burrough's works set on Mars. Is there any other science fiction you enjoy?

:confused:

You aren't joking, are you? I read SF since I was 12. and have written a few short stories in the genre, and so my name is included in the roster of SF authors.

I have always enjoyed the writing of many SF authors including: Asimov, Bradbury, Clark, Dick, Elkison, Farmer, Gernsback, Hamilton, Raymond Jones, Damon Knight, Laumer, Sam Merwin, Jr., Norton, Offut, Pangborn, Mack Reynolds, St. Claire and Sheckly (and Shaver... :lol:), Tenn, van Vogt, Wellman and Williamson, and Zelazny.

As a matter of fact I have paperbacks, magazines of pulp and digest sort, and a few hardbacks too with all of those authors and a lot more in by library...and I have read them all :cool:

Cheerio,
Gary

Col_Pladoh

Tuesday, 17th April, 2007, 05:17 PM

Quote:

*Originally Posted by **jasin***

Could you provide more details on this, please?

I had some ideas for a game that involved a world with a single solar as the spirit/ruler/personification of the Sun and a single planetar as the spirit/ruler/personification of Earth. The epic overarching plot would involve the planetar rising up against the solar: a bit of gnosticism, a bit of Ra vs. Apophis...

What got me thinking along these lines were mostly just the names for the creatures, "planetar" and "solar" which I never thought were chosen for any particular reason, but now that you mention being inspired by Theosophy, it seems I might have been going back to the roots without being aware of them.

I do not pretend to be an expert on Theosophy, so you must do your own research in regards information there.

You have the correct hierarchy for the Solar and Planatar, so I can not add anything there.

As for Egyptian deities at odds, the big dustup was between Ra and Osiris when Ra was taking Set's sind in regards who should rule earth, Horus son of Osiris or Set. Osiris onfrmed Ra that he had "many savage faced messengers" to assert his claim, and Ra backed down.

Cheerio,
Gary

dcas

Tuesday, 17th April, 2007, 06:16 PM

Quote:

*Originally Posted by **Col_Pladoh***

I have always enjoyed the writing of many SF authors including:

I'm surprised Heinlein isn't in that list. He seems right up your alley (especially, say, *The Moon is a Harsh Mistress*).

Have you ever read *The Mote in God's Eye* by Niven & Pournelle? One of the best SF books ever written IMHO (and in Heinlein's opinion, too). Unfortunately the sequel (*The Gripping Hand*) is no good at all.

Col_Pladoh

Tuesday, 17th April, 2007, 07:57 PM

Quote:

*Originally Posted by **dcas***

*I'm surprised Heinlein isn't in that list. He seems right up your alley (especially, say, *The Moon is a Harsh Mistress*).*

*Have you ever read *The Mote in God's Eye* by Niven & Pournelle? One of the best SF books ever written IMHO (and in Heinlein's opinion, too). Unfortunately the sequel (*The Gripping Hand*) is no good at all.*

:uhoh: :lol: :uhoh:

That list was just a sampling of the SF authors I have read. Good grief, Poul Anderson, ERB, Alfred Bester, Eando Binder, Edmond Cooper, and a host of others aren't on it...including "Doc" Smith, Robert Heinlein, Murry Leinster, and Jerry Pournelle, Ph.D.

Cheerio,
Gary

Mark CMG

Tuesday, 17th April, 2007, 08:01 PM

Were you a Second City improv fan when you were growing up in Chicago?

Col_Pladoh

Tuesday, 17th April, 2007, 08:51 PM

Quote:

*Originally Posted by **Mark CMG***

Were you a Second City improv fan when you were growing up in Chicago?

Heh, kids of age 7 and under don't get to hang out on Rush Street. I did later on, when I was 18 and living on my own there. (I had a doctored ID that showed me as three years older than actual.) So I went Bellini's Coffe House, the Gate of Horn, and the Improv theater there on State, the name of which escapes me, but the owner was listed as "Janitor."

Of course I was a big fan of Second City TV with John Candy et al. on the tube :D

Cheers,
Gary

edgewatersTuesday, 17th April, 2007, 09:49 PM

Quote:

*Originally Posted by Col_Pladoh**:confused:**You aren't joking, are you? I read SF since I was 12. and have written a few short stories in the genre, and so my name is included in the roster of SF authors.**I have always enjoyed the writing of many SF authors including: Asimov, Bradbury, Clark, Dick, Elktion, Farmer, Gernsback, Hamilron, Raymond Jones, Damon Knight, Laumer, Sam Merwin, Jr., Norton, Offut, Pangborn, Mack Reynolds, St. Claire and Sheckly (and Shaver... :lol:), Tenn, van Vogt, Wellman and Williamson, and Zelazny.*

Amazing!! It's a good thing I asked then, I wouldn't have guessed you'd written any yourself.

I was particularly curious on the point of Asimov and would have asked specifically if you hadn't explicitly mentioned him. That's a wonderful list all round. Shaver, even ... probably not the best writing but some of the most bizarre and imaginative!!

Beware the Deros!!

Quote:

*Originally Posted by dcas**Have you ever read The Mote in God's Eye by Niven & Pournelle?*

I have! That's a great book.

Col_PladohTuesday, 17th April, 2007, 10:17 PM

Quote:

*Originally Posted by edgewaters**Amazing!! It's a good thing I asked then, I wouldn't have guessed you'd written any yourself.*

Indeed, I have as well actually had a short horror story published ;)

Quote:

*I was particularly curious on the point of Asimov and would have asked specifically if you hadn't explicitly mentioned him. That's a wonderful list all round. Shaver, even ... probably not the best writing but some of the most bizarre and imaginative!!**Beware the Deros!!...*

Isaac and I were lined up to work together on a feature film, but as with many such projects, it never got the funding needed for production. We chatted a few times on the phone, and I was set to get together with him when next I was in NYC, but then he died. As with Orson Wells, I came on the scene too late :(

When I read the "Shaver Mysteries" as a young teen I knew they were bogus but thought the concept fascinating. Soon thereafter I read Leiber's *You're All Alone* and began to understand the difference between hack writing and good.Cheers,
Gary

Gray MouserWednesday, 18th April, 2007, 04:41 AM

Colonel,

Interesting commenst about your having published sci-fi and horror stories. Can you share the titles of these tales as well as where/when they were published? I'm aware of your fantasy stories (apart from the Gord books, of course) but am not familiar with these other stories.

Gray Mouser

Col_PladohWednesday, 18th April, 2007, 04:53 PM

Quote:

Originally Posted by **Gray Mouser**

Colonel,

Interesting commenst about your having published sci-fi and horror stories. Can you share the titles of these tales as well as where/when they were published? I'm aware of your fantasy stories (apart from the Gord books, of course) but am not familiar with these other stories.

Gray Mouser

Here is the list of most of my short fiction that was published as individual storues. Sadly, I can not find the Fafhrd & Grat Mouser one that runs to about 30K words as I recall :\

"Pay Tribute" (Science Fiction short story in The Fleet anthology)
"Battle off Deadstar" (Science Fiction short story in Fleet Breakthrough anthology)
"Celebration of Celene" (Fantasy short story published in Michael Moorcock's Elric, Tales of the White Wolf anthology) White Wolf, Inc., 1994
"Duty" (Fantasy short story in Excalibur, anthology) Warner Books, 1995
"Get on Board the D Train" (Horror short story in Dante's Disciples anthology) White Wolf, Inc., 1996
"Evening Odds" (Fantasy short story with Gord the Rogue sharing Michael Moorcock's Eternal Champions universe) White Wolf, Inc., 1997
"Return of Gord" (with K.R. Bourgoine), Dragon Magazine #344, 2006
"Swords of Eternity" (Fantasy short story based on Fritz Leiber's "Lankhmar" universe, featuring Sheelba, Ningauble, Fafhrd, and the Gray Mouser—a tribute to Frits that is still unpublished.)

Cheerio,
Gary

Gray Mouser

Wednesday, 18th April, 2007, 08:05 PM

Quote:

Originally Posted by **Col_Pladoh**

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Cheerio,
Gary

Colonel,

Thanks for the bibliography. I'll have to keep an eye out on amazon to see if I can score any of the books you mention.

It's a shame about misplacing the Fafhrd and Gray Mouser manuscript. Leiber is one of my favor S&S authors (obviously :)) and I'd love to see what you had penned with those characters.

BTW, since you've had a new Gord story published in *Dragon* and the series is being reissued have you thought of doing any new tales set on Oerth with maybe different characters. Say, perhaps, a certain famous wizard and his former apprentice who is a mage in his own right? :)

Just a thought!

Gray Mouser

francisca

Wednesday, 18th April, 2007, 08:41 PM

Quote:

Originally Posted by **Col_Pladoh**

Here is the list of most of my short fiction that was published as individual storues. Sadly, I can not find the Fafhrd & Grat Mouser one that runs to about 30K words as I recall :

Very, very sad to hear that, as I'd love to read it.

Col_Pladoh

Wednesday, 18th April, 2007, 08:44 PM

Oerth is the IP pf WotC, and I am quite certain that they would not be interested in sharing it further with me, even for nothing but novels.

Cheers,

Gary

Col_Pladoh

Wednesday, 18th April, 2007, 08:49 PM

I am hopeful that the ms. for the yarn will turn up on an old Mac+ disk that is misplaced somewhere in the incredible clutter of the basement here. If not, Ed Kramer might eventually be able to dig it up...if he is ever back in the antholigy business. Ed was the one that put me onto the then-planned antholigy in tribute to Fritz. I went with Sheelba and Ningauble as the main characters in deference to Fritz of course, as he was a friend.

Cheerio,
Gary

Gray Mouser

Wednesday, 18th April, 2007, 08:54 PM

Quote:

*Originally Posted by **Col_Pladoh***

Oerth is the IP pf WotC, and I am quite certain that they would not be interested in sharing it further with me, even for nothing but novels.

Cheers,
Gary

In the words of the Black Adder, "Oh, bugger."

Well, it looks like the adventures of Mordenkainin and Bigby will just have to take place in Yggsburgh, or Khalibrun even.

:)

Seriously, though, I really enjoyed seeing Mordenkainen, Tenser, Ombi, Eclavdra, et. al. in the Gord stories. Gave them a more "real" Oerthian feel (yeah, yeah, I know it's a fictional setting, but everyone here knows what I mean). I'd love to see Mordy, Bigby, or Tenser in their own short (or long!) story. Maybe if you get a chance to do another short story you could focus on one of them. Not that I'm complaining about Gord, mind you :)

Gray Mouser

Gray Mouser

Wednesday, 18th April, 2007, 08:59 PM

Quote:

*Originally Posted by **Col_Pladoh***

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Cheerio,
Gary

I'll keep a good thought (and a prayer) that the manuscript is found, as I'd love to read more Nehwon material. I really like the idea of focusing on Ningauble and Sheelba, too, as stories reolving around mages are rather interesting (I did rather enjoy *Rhialto the Marvellous*); which is part of the reason why I was bothering you in my other posts about Mordenkainen and Bigby (or even Tenser!) stories :D

Gray Mouser

Col_Pladoh

Wednesday, 18th April, 2007, 09:09 PM

Quote:

*Originally Posted by **Gray Mouser***

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Gray Mouser

Once again, most of those characters you name are now the IP of WotC, so again, using them in myworkis at best piblematical.

Cheers,
Gary

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*Originally Posted by **Gray Mouser***

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Gray Mouser

:\

See my post immediately above.

Cheerio,
Gary

Henry

Wednesday, 18th April, 2007, 09:14 PM

Quote:

*Originally Posted by **Col_Pladoh***

:\

See my post immediately above.

*Cheerio,
Gary*

Gary, is Gord still your property, however? I'm assuming he is, since he's appeared in other stories you've written.

Gray Mouser

Wednesday, 18th April, 2007, 09:16 PM

Quote:

*Originally Posted by **Col_Pladoh***

Once again, most of those characters you name are now the IP of WotC, so again, using them in myworkis at best priblematical.

*Cheers,
Gary*

Hmmm. I thought that you retained the IP to your own PC's after the split with TSR. Perhaps I came to this conclusion because of the deal you made with them being able to continue the Gord books and your having included such personages.

In any event, "Oh, buggger."

Gray Mouser

Iamproswc

Wednesday, 18th April, 2007, 09:20 PM

Quote:

*Originally Posted by **Henry***

Part 12 has been archived; take 'er away, Gary and gents!

Where is the archive?

Thanks,

-L

PS As long as we're talking fiction, I'll throw in a recommendation for William Gibson's *All Tomorrow's Parties*.

Col_Pladoh

Wednesday, 18th April, 2007, 09:20 PM

Quote:

*Originally Posted by **Henry***

Gary, is Gord still your property, however? I'm assuming he is, since he's appeared in other stories you've written.

Yes indeed, Gord is the IP of Trigee Enterprises.

Cheers,
Gary

Col_Pladoh

Wednesday, 18th April, 2007, 09:23 PM

Quote:

Originally Posted by **Gray Mouser**

Hmmm. I thought that you retained the IP to your own PC's after the split with TSR. Perhaps I came to this conclusion because of the deal you made with them being able to continue the Gord books and your having included such personages.

In any event, "Oh, bugger."

Gray Mouser

Note the permission from TSR in the five Gord books published subsequent to the initial pair that TSR published. As those two originals have my copyright on them, there is some question as to who really has the IP rights to all the characters used therein, but I do not want to litigate the matter...

Cheerio,
Gary

ColonelHardisson

Thursday, 19th April, 2007, 01:33 AM

Quote:

Originally Posted by **lamproswc**

Where is the archive?

Go to the page where it lists all the forums. Scroll way, way down. It should be the second-to-last forum listed.

Mighty Veil

Thursday, 19th April, 2007, 10:42 AM

Wow. Reading page 3's Gary responses from his response of my Canadian Maple Leaf post to Gord. I haven't been this surprised about AD&D's roots since Gary said he wasn't a LotR fan. And not so much D&D is based on LotR.

I didn't realize D&D didn't base itself on Christian beliefs. Hindu, huh? Never would of guessed that. I still don't understand this Theosophy one. But Solars are the sun, and planetars are the planet. This new view of them makes them seem more like cosmic elementals than angels (reminds me of the show Andromeda). Very spiritual.

You know Gary. Had you used "Paradise Lost" as inspiration. I bet a neat D&D cosmology, different then the current one, there could have been. I just HATE what 2e's Planescape did to it. I was thinking of buying the new Demonweb Pit adventure till I learned it used 2e's cosmology.

Deuce Traveler

Friday, 20th April, 2007, 04:56 AM

Gary, now that *Dungeon* and *Dragon* magazines are ceasing printed publications, I was thinking back on some things I thought that you had written before. Was it true that the magazines were under threat of the axe during the early 80s also?

haakon1

Friday, 20th April, 2007, 07:04 AM

Quote:

*Originally Posted by **Thulcondar****Since we have arch-devils, why not arch-angels?**...**The only thing that has stumped me thusfar is in individualizing them sufficiently. Perhaps I am a creature of the mythologies to which I am accustomed, but the angelic hosts always seemed so... homogenous.*

Or archangels, perhaps? Getting your theology from parochial school instead of the Monster Manual helps with understanding the Monster Manual, methinks.

Archangel Michael/St. Michael is a great one to look into. Gabriel is the other heavy hitter.

If you want a non-religious intro to Catholic/Christian tradition on angels, the blasphemous but silly comedy movie "Dogma" might be good. If you are religious or easily offended, definitely not for you.

The scene in the bar towards the end is so perfect, just like how a stereotypical D&D would use religion . . .

haakon1

Friday, 20th April, 2007, 07:14 AM

Quote:

*Originally Posted by **Col_Pladoh****"Celebration of Celene" (Fantasy short story published in Michael Moorcock's Elric, Tales of the White Wolf anthology) White Wolf, Inc., 1994*

Any connection with Greyhawk's Celene?

haakon1

Friday, 20th April, 2007, 07:20 AM

Quote:

*Originally Posted by **Deuce Traveler****Gary, now that Dungeon and Dragon magazines are ceasing printed publications, I was thinking back on some things I thought that you had written before. Was it true that the magazines were under threat of the axe during the early 80s also?*

Nod. Seems quite sad to me.

lamproswc

Friday, 20th April, 2007, 09:14 AM

Quote:

*Originally Posted by **ColonelHardisson****Go to the page where it lists all the forums. Scroll way, way down. It should be the second-to-last forum listed.*

thanks!

BOZ

Sunday, 22nd April, 2007, 03:53 AM

Quote:

*Originally Posted by **Deuce Traveler****Gary, now that Dungeon and Dragon magazines are ceasing printed publications, I was thinking back on some things I thought that you had written before. Was it true that the magazines were under threat of the axe during the early 80s also?*

hmm, glad to see they at least kept going until now!

Col_Pladoh

Sunday, 22nd April, 2007, 06:19 PM

Quote:

Originally Posted by **Mighty Veil**

Wow. Reading page 3's Gary responses from his response of my Canadian Maple Leaf post to Gord. I haven't been this surprise about AD&D's roots since Gary said he wasn't a LotR fan. And not so much D&D is based on LotR.

I didn't realize D&D didn't base itself on Christian beliefs. Hindu, huh? Never would of guessed that. I still don't understand this Theosophy one. But Solars are the sun, and planetars are the planet. This new view of them makes them seem more like cosmic elementals than angels (reminds me of the show Andromeda). Very spiritual.

You know Gary. Had you used "Paradise Lost" as inspiration. I bet a neat D&D cosmology, different then the current one, there could have been. I just HATE what 2e's Planescape did to it. I was thinking of buying the new Demonweb Pit adventure till I learned it used 2e's cosmology.

As a Christian I stayed well away from basing any of the D&D game on scripture.

The Deva, Solarm and Planatar are benign and rather angelic in their purposes.

No Milton, but I did use a bit of Dante's *Inferno* is developing the denizens of the Nine Hells.

Cheerio,
Gary

Mark CMG

Sunday, 22nd April, 2007, 06:26 PM

Will you be doing anything special for the last print issue of Dragon or Dungeon magazines?

Col_Pladoh

Sunday, 22nd April, 2007, 06:26 PM

Quote:

Originally Posted by **Deuce Traveler**

Gary, now that *Dungeon and Dragon* magazines are ceasing printed publications, I was thinking back on some things I thought that you had written before. Was it true that the magazines were under threat of the axe during the early 80s also?

When circulation of *The Dragon* was not growing as it should have, the Blumes threatened to cancel it, so I had to change editors when the one in charge failed to respond to the demand for improved circulation.

When TSR was on the verge of bankruptcy in late 1984, one genius suggested that we sell the magazine as it was a valuable asset, then grossing a million in annual profit. Somehow I managed to not only quash that idea, but also got the fool canned. (He had demanded the cessation of the support of the RPGA as it had "only 8,500 members"--DM that actively supported TSR with PR of all sorts.) The mentality demonstrated was not suitable for a hobby game company. Sound familiar?

Cheers,
Gary

Col_Pladoh

Sunday, 22nd April, 2007, 06:28 PM

Quote:

Originally Posted by **haakon1**

Any connection with Greyhawk's Celene?

Both are the name of a moon, bit that's it.

Cheers,
Gary

Mark CMG

Sunday, 22nd April, 2007, 06:29 PM

Quote:

Originally Posted by **Col_Pladoh**

Heh, kids of age 7 and under don't get to hang out on Rush Street. I did later on, when I was 18 and living on my own there. (I had a doctored ID that showed me as three years older than actual.) So I went Bellini's Coffe House, the Gate of Horn, and the Improv theater there on State, the name of which escapes me, but the owner was listed as "Janitor."

Of course I was a big fan of Second City TV with John Candy et al. on the tube :D

Cheers,
Gary

Do you think that knowing about improv had any influence on RPGs and their development?

Col_Pladoh

Sunday, 22nd April, 2007, 06:31 PM

Quote:

*Originally Posted by **Mark CMG***

Will you be doing anything special for the last print issue of Dragon or Dungeon magazines?

Even though the zine was created by me, I have not been asked to do any such thing. The fact is that I am dubious about being able to offer anything polite and constructive.

Cheers,
Gary

Col_Pladoh

Sunday, 22nd April, 2007, 06:33 PM

Quote:

*Originally Posted by **Mark CMG***

Do you think that knowing about improv had any influence on RPGs and their development?

Not really. Acting was a most minor consideration in the design and development of the D&D game.

Cheers,
Gary

Mark CMG

Sunday, 22nd April, 2007, 06:33 PM

Quote:

*Originally Posted by **Col_Pladoh***

Even though the zine was created by me, I have not been asked to do any such thing. The fact is that I am dubious about being able to offer anything polite and constructive.

*Cheers,
Gary*

It would be a shame for them to not bring you on board in some capacity but, barring that, perhaps a letter of farewell could be sent. I would think they'd be hard-pressed not to include that in some fashion.

Col_Pladoh

Sunday, 22nd April, 2007, 06:37 PM

Quote:

*Originally Posted by **Mark CMG***

It would be a shame for them to not bring you on board in some capacity but, barring that, perhaps a letter of farewell could be sent. I would think they'd be hard-pressed not to include that in some fashion.

Well Mark,

While I agree in part, such a missive would likely be preceived as a sort of sour grapes, or as a slam against WotC, and it would be hard for me not the make it the latter.

Cheerio,
Gary

haakon1

Sunday, 22nd April, 2007, 10:53 PM

Quote:

*Originally Posted by **Col_Pladoh***

The mentality demonstrated was not suiotable for a hobby game company. Sound familiar?

Sadly, yes.

I look longingly at Apple bringing back Steve Jobs and becoming "relevant" (and highly profitable) again with his ideas, passion, drive, and instant street cred, then I look at WOTC and say: what are you guys waiting for? Don't know who your chairman, or at least chairman emeritus, should have been? I guess they're just dumb as nails, like the previous owners. :(

Col_Pladoh

Monday, 23rd April, 2007, 06:17 PM

haakon1,

What can I say?

Cheers,
Gary

Gray Mouser

Monday, 23rd April, 2007, 06:37 PM

Quote:

*Originally Posted by **Col_Pladoh***

No Milton, but I did use a bit of Dante's Inferno is developing the denizens of the Nine Hells.

*Cheerio,
Gary*

Indeed, and that was something that I as a novice player really appreciated :) As I grew older and actually began reading Dante it always made me a bit nostalgic for the MM descriptions of devils.

Along those lines, was there any reason for switching the ice-cold 9th circle of Dante's Inferno for the frozen (IIRC) 8th plane of the nine hells?

Gray Mouser

Col_Pladoh

Monday, 23rd April, 2007, 07:04 PM

Quote:

*Originally Posted by **Gray Mouser***

Indeed, and that was something that I as a novice player really appreciated :) As I grew older and actually began reading Dante it always made me a bit nostalgic for the MM descriptions of devils.

Along those lines, was there any reason for switching the ice-cold 9th circle of Dante's Inferno for the frozen (IIRC) 8th plane of the nine hells?

Gray Mouser

:heh:

Mere poetic license, as a frozen last layer did not strike me as appropriate for a S&S model of the hells.

Cheers,
Gary

francisca

Monday, 23rd April, 2007, 07:26 PM

Quote:

*Originally Posted by **Col_Pladoh***

haakon1,

What can I say?

*Cheers,
Gary*

I admire your restraint in the matter. :)

Col_Pladoh

Tuesday, 24th April, 2007, 01:01 AM

Quote:

*Originally Posted by **francisca***

I admire your restraint in the matter. :)

Although I seldom do, on occasion I manage to follow Thumper's (or was it FLower's?) advice: "Of you can't say something nice, don't say anything at all."

:lol:
Gary

Show 20 post(s) from this thread on one page

All times are GMT +1. The time now is **03:59 PM**.

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BOZ

Tuesday, 24th April, 2007, 05:44 AM

Quote:

*Originally Posted by Col_Pladoh**Even though the zine was created by me, I have not been asked to do any such thing. The fact is that I am dubious about being able to offer anything polite and constructive.*

understandable. as a purely business decision, it probably seems to make sense. as a way to reach out to fans and longtime subscribers... well, it leaves something to be desired.

haakon1

Tuesday, 24th April, 2007, 06:32 AM

Quote:

*Originally Posted by Col_Pladoh**haakon1,**What can I say?**Cheers,
Gary*

In general, quite a lot, Gary, and it's usually quite interesting. But about this, I guess not much. ;)

mhacdebhandia

Tuesday, 24th April, 2007, 06:38 AM

Quote:

*Originally Posted by Col_Pladoh**As for Egyptian deities at odds, the big dustup was between Ra and Osiris when Ra was taking Set's sind in regards who should rule earth, Horus son of Osiris or Set. Osiris onfrmed Ra that he had "many savage faced messengers" to assert his claim, and Ra backed down.*

Jasin was actually referring to the backstory of the television series *Stargate SG-1*, but I for one will forgive you for not recognising it. ;)

francisca

Tuesday, 24th April, 2007, 02:32 PM

Quote:

*Originally Posted by BOZ**understandable. as a purely business decision, it probably seems to make sense. as a way to reach out to fans and longtime subscribers... well, it leaves something to be desired.*

If Gary wrote an article for Dragon, it would be the first one I've picked up in 2 or 3 years.

Oh, and Hi BOZ!!!

Deuce Traveler

Tuesday, 24th April, 2007, 02:38 PM

Gary, I know you weren't a huge fan of the Dragonlance world, but I was pretty surprised that WOTC would pull the that license away from the original creators, Hickman and Weiss(had to be a punch in the gut for them). This made me wonder that if they were willing to pull a license from those that had worked on it for a good portion of their lives, how far is WOTC from pulling the OGL?

And so onto my question. I'm a big fan of LA and C and C. How attached are these products to the OGL (C and C more than LA, obviously), and if WOTC pulls the OGL, what changes will Troll Lords have to make to these works to keep them running? From my understanding, C and C has been slowly rising in popularity for those wanting a rules-light fantasy RPG, so I would hope it would be to stay.

jasin

Tuesday, 24th April, 2007, 03:02 PM

Quote:

Originally Posted by **mhacdebhandia**

Jasin was actually referring to the backstory of the television series *Stargate SG-1*, but I for one will forgive you for not recognising it. ;)

Actually, no. I was just referring to the general motif of Apophis vs. Ra in Egyptian mythology, which came to my mind as I was thinking about the solar vs. planeter thing for that game. Ra battles Apophis, Apollo battles Python, the solar battles the planeter. The sun deity against the earth serpent.

gideon_thorne

Tuesday, 24th April, 2007, 03:02 PM

Quote:

Originally Posted by **Deuce Traveler**

Gary, I know you weren't a huge fan of the Dragonlance world, but I was pretty surprised that WOTC would pull the that license away from the original creators, Hickman and Weiss(had to be a punch in the gut for them). This made me wonder that if they were willing to pull a license from those that had worked on it for a good portion of their lives, how far is WOTC from pulling the OGL?

And so onto my question. I'm a big fan of LA and C and C. How attached are these products to the OGL (C and C more than LA, obviously), and if WOTC pulls the OGL, what changes will Troll Lords have to make to these works to keep them running? From my understanding, C and C has been slowly rising in popularity for those wanting a rules-light fantasy RPG, so I would hope it would be to stay.

The OGL cant be revoked. Its out there for good. Lejendary Adventure is not an OGL game, its an independent system, so even if revoking the OGL was possible, it would have no effect on LA.

Col_Pladoh

Tuesday, 24th April, 2007, 05:27 PM

Quote:

Originally Posted by **BOZ**

understandable. as a purely business decision, it probably seems to make sense. as a way to reach out to fans and longtime subscribers... well, it leaves something to be desired.

If I were firmly supporting WotC there is a slight possibility that I would be asked for commentary in regards to the passing of *Dragon* magazine. As i have made no secret of my less-than-enthusiastic opinion of new D&D, I'd say the odds of me being contacted in this regard are Slim to None...and we all know Slim has left town :lol:

Cheerio,
Gary

Col_Pladoh

Tuesday, 24th April, 2007, 05:29 PM

Quote:

Originally Posted by **mhacdebhandia**

Jasin was actually referring to the backstory of the television series *Stargate SG-1*, but I for one will forgive you for not recognising it. ;)

Now i know why i have never been fond of that program...the writers don't know their Egyptian mythology :]

:eek: :lol: :uhoh:
Gary

AGFlynn

Tuesday, 24th April, 2007, 07:36 PM

Quote:

Originally Posted by **Col_Pladoh**

Howdy Colonel,

Short answer:

Frankly, I find very few new fantasy books in the general S&S vein worth reading. I do enjoy the "Diskworld" series, and Glen Cook's "Black Company" novels are appealing to me. Those are about all that spring to mind. The fiction I have been reading these days is mostly murder mystery (I loved the "Judge Dee" series), historical (such as Cornwell's various series), alternate history, and some re-reading of old fantasy & SF books.

Cheers,
Gary

Have you tried the excellent, if excruciatingly complicated, Malazan series by [Steven Erikson](#)? Or the very hard-edged (sometimes too much so) [Prince of Nothing](#) series? Both are fellow Canadians and superb writers.

Col_Pladoh

Tuesday, 24th April, 2007, 09:26 PM

Quote:

Originally Posted by **AGFlynn**

Have you tried the excellent, if excruciatingly complicated, Malazan series by [Steven Erikson](#)? Or the very hard-edged (sometimes too much so) [Prince of Nothing](#) series? Both are fellow Canadians and superb writers.

No, I have not read either author. How close are they to the S&S writing of say Leiber, Howard, Vance, Merritt or for that matter Pratchett?

And hey! What's a Canadian doing flying the Welsh flag? :lol:

Cheerio,
Gary

Voadam

Tuesday, 24th April, 2007, 09:39 PM

Quote:

Originally Posted by **Col_Pladoh**

As a Christian I stayed well away from basing any of the D&D game on scripture.

The Deva, Solarm and Planatar are benign and rather angelic in their purposes.

No Milton, but I did use a bit of Dante's Inferno in developing the denizens of the Nine Hells.

*Cheerio,
Gary*

No Milton? When I read Paradise Lost and the passage about Demogorgon in the abyss when the angels fell to Hell I thought that must have been an inspiration for the split between demons and devils and the abyss and hell.

It was the only non-D&D reference to Demogorgon I'd seen. Where was the inspiration for Demogorgon then?

AGFlynn

Tuesday, 24th April, 2007, 09:41 PM

Born in Cardiff, boyo. I'm a transplant. Proud Canuck and Taffy.

As to Bakker and Erikson, I'd say their writing is somewhat darker than the above, especially Bakker's. A bit harsher, definitely adult reading. Erikson's work -- if memory serves -- is based on an original D&D campaign world. It's heady and complicated stuff. It's also absolutely loaded with characters -- its a dense read with a lot to take in. Well worth it if you have the patience to stick it out.

Cheers, Flynn
(Yeah, *and* an Irish name. Thanks, great-grandad.)

Col_Pladoh

Tuesday, 24th April, 2007, 09:59 PM

Quote:

Originally Posted by **Voadam**

...

It was the only non-D&D reference to Demogorgon I'd seen. Where was the inspiration for Demogorgon then?

Demogorgon is mentioned in various occult books, demonologies list him.

Cheerio,
Gary

Col_Pladoh

Tuesday, 24th April, 2007, 10:05 PM

Quote:

Originally Posted by **AGFlynn**

Born in Cardiff, boyo. I'm a transplant. Proud Canuck and Taffy.

As to Bakker and Erikson, I'd say their writing is somewhat darker than the above, especially Bakker's. A bit harsher, definitely adult reading. Erikson's work -- if memory serves -- is based on an original D&D campaign world. It's heady and complicated stuff. It's also absolutely loaded with characters -- its a dense read with a lot to take in. Well worth it if you have the patience to stick it out.

*Cheers, Flynn
(Yeah, *and* an Irish name. Thanks, great-grandad.)*

I have a bit of Welsh (also Irish) heritage, and the English includes Cornish--my grandmother could bake a mighty fine pasty ans great leg of

mutton. Thus with the Swiss, French, and Dutch included I am a typical American hybrid. Never mind about some of mu grandchildren, but their ancestry would fill a good part of the UN :lol:

Cheerio,
Gary

Shadeydm

Tuesday, 24th April, 2007, 11:07 PM

Hi Gary,

My apologies if you have already been asked this a thousand times. I am curious if prior to things unravelling for TSR was it ever in your plans to advance the timeline of the World of Greyhawk Campaign Setting or was it meant to remain static in your mind?

*edited for my subpar typing skills.

haakon1

Wednesday, 25th April, 2007, 09:23 AM

Quote:

*Originally Posted by **Col_Pladoh***

Now i know why i have never been fond of that program...the writers don't know their Egyptian mythology

They do alright with the Norse stuff, though. The episode where Viking warriors with swords and modern USAF Special Forces with the other kind of claymores are fighting aliens with blasters, that was cool. At least to me! :)

Watch the episode of Season 1 on DVD, and I think you'll be pleasantly surprised by Thor's true identity.

haakon1

Wednesday, 25th April, 2007, 09:39 AM

Quote:

*Originally Posted by **Col_Pladoh***

I have a bit of Welsh (also Irish) heritage, and the English includes Cornish--my grandmother could bake a mighty fine pasty ans great leg of mutton. Thus with the Swiss, French, and Dutch included I am a typical American hybrid. Never mind about some of mu grandchildren, but their ancestry would fill a good part of the UN :lol:

*Cheerio,
Gary*

You're part Cornish? No way! I don't think I've ever met any other American who was, but I did hear tale once that the "Badger" nickname for Wisconsin had something to do with Cornish miners there. Who knows?

Do you know about Cornish nationalism? British politics was my field in grad school (when I became a Badger), and it turns out, much to everyone's surprise, there's a serious but very small Cornish nationalist movement, about reviving the language and even trying to bring back the Stannery Parliament from the Middle Ages as a devolved assembly, like the Welsh Assembly and the Scottish Parliament, for the Southwest (Cornwall & Devon). The party is called Mebyon Kernow, which means about the same thing as Plaid Cymru does on the other side of the water.

Definitely worth keeping an eye on, as they scored 1.7% of the vote in Cornwall in the last British parliamentary election. :)

All of which leads me to yet another Greyhawk question: Is Onnwall named after the fair land of (very few of) our ancestor's birth? I certainly treat it my game as being Cornish -- tin, pirates, etc.

http://en.wikipedia.org/wiki/Mebyon_Kernow

<http://www.mebyonkernow.org/Public/Stories/89-1.shtml>

Voadam

Wednesday, 25th April, 2007, 03:44 PM

Quote:

*Originally Posted by **Col_Pladoh***

I have a bit of Welsh (also Irish) heritage, and the English includes Cornish--my grandmother could bake a mighty fine pasty ans great leg of mutton. Thus with the Swiss, French, and Dutch included I am a typical American hybrid. Never mind about some of mu grandchildren, but their ancestry would fill a good part of the UN :lol:

*Cheerio,
Gary*

Its funny, my grandparents live in the UP of Michigan and my grandmother makes great pastys too. I always assumed pastys were arabic food because she made them, only finding out from her as an adult that it is a cornish dish common among the former mining communities in the UP.

AGFlynn

Wednesday, 25th April, 2007, 04:13 PM

Quote:

Originally Posted by **Col_Pladoh**

I have a bit of Welsh (also Irish) heritage, and the English includes Cornish--my grandmother could bake a mighty fine pasty ans great leg of mutton. Thus with the Swiss, French, and Dutch included I am a typical American hybrid. Never mind about some of mu grandchildren, but their ancestry would fill a good part of the UN :lol:

Cheerio,
Gary

What's the provenance of *Gygax*? Sounds kinda like a Welshman had a nasty high-speed collision with a Roman on the Appian Way. :)
Or maybe an allergic centurion: "What's your name, soldier?"

"Gygax."

"Bless you."

Gary Gygax Q&A: Part XIII

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thedungeondelver

Wednesday, 25th April, 2007, 04:18 PM

Quote:

*Originally Posted by **AGFlynn****What's the provenance of Gygax? Sounds kinda like a Welshman had a nasty high-speed collision with a Roman on the Appian Way. ;)**Or maybe an allergic centurion: "What's your name, soldier?"**"Gygax."**"Bless you."*

If I may, Col, I believe it is from...the Netherlands? For "giant" or "giants", IIRC.

Mark CMG

Wednesday, 25th April, 2007, 06:30 PM

Seems that the name "Gygax" is possibly due to his Swiss background.

Col_Pladoh

Wednesday, 25th April, 2007, 06:52 PM

Quote:

*Originally Posted by **Shadeydm****Hi Gary,**My apologies if you have already been asked this a thousand times. I am curious if prior to things unravelling for TSR was it ever in your plans to advance the timeline of the World of Greyhawk Campaign Setting or was it meant to remain static in your mind?***edited for my subpar typing skills.*

First, as a "Columbus Method" typist, I comisserate in regards need for editing :\

In regards to the timeline for the WoG setting, I had no immediate plan for advancing it as the world was meant to be used by all DMs so desirous, each making it conform to his own campaign needs.

Any special changes added to the setting in "the future" would have been done in modular form so as to be optional.

Later TSR and WoTc approach to and treatment of the setting was quite contrary to the purpose for which I intended it when it was created.

Cheers,
Gary

Jupp

Wednesday, 25th April, 2007, 06:53 PM

Quote:

*Originally Posted by **Mark CMG****Seems that the name "Gygax" is possibly due to his Swiss background.*

Yup, Gygax is a more or less common name around here. You see the name alot in the Berne Highlands (Berner Oberland).

Col_Pladoh

Wednesday, 25th April, 2007, 06:56 PM

Quote:

*Originally Posted by **haakon1****They do alright with the Norse stuff, though. The episode where Viking warriors with swords and modern USAF Special Forces with the other kind of claymores are fighting aliens with blasters, that was cool. At least to me! ;)**Watch the episode of Season 1 on DVD, and I think you'll be pleasantly surprised by Thor's true identity.*

The son of Odin and the earth goddess Jord, married to a giantess?

Cheers,
Gary

Col_Pladoh

Wednesday, 25th April, 2007, 07:02 PM

Quote:

*Originally Posted by **haakon1***

You're part Cornish? No way! I don't think I've ever met any other American who was, but I did hear tale once that the "Badger" nickname for Wisconsin had something to do with Cornish miners there. Who knows?

Do you know about Cornish nationalism? British politics was my field in grad school (when I became a Badger), and it turns out, much to everyone's surprise, there's a serious but very small Cornish nationalist movement, about reviving the language and even trying to bring back the Stannery Parliament from the Middle Ages as a devolved assembly, like the Welsh Assembly and the Scottish Parliament, for the Southwest (Cornwall & Devon). The party is called Mebyon Kernow, which means about the same thing as Plaid Cymru does on the other side of the water.

Definitely worth keeping an eye on, as they scored 1.7% of the vote in Cornwall in the last British parliamentary election. ;)

All of which leads me to yet another Greyhawk question: Is Onnwall named after the fair land of (very few of) our ancestor's birth? I certainly treat it my game as being Cornish -- tin, pirates, etc.

http://en.wikipedia.org/wiki/Mebyon_Kernow

<http://www.mebyonkernow.org/Public/Stories/89-1.shtml>

The old Celtic areas of the UK still have some nationalistic movements in them indeed.

There were lots of Cornishmen in the lead mining area of southern Wisconsin, and that is indeed where the term "Badger State" came from. There are no actual badgers here.

My grandmother told me how the miners would take their pasties into the mine for lunch, warming them under their arm...

Yes, Onwall was inspired by Cornwall, Land's End and all that good stuff :D

Cheerio,
Gary

Col_Pladoh

Wednesday, 25th April, 2007, 07:08 PM

Quote:

*Originally Posted by **Voadam***

Its funny, my grandparents live in the UP of Michigan and my grandmother makes great pastys too. I always assumed pastys were arabic food because she made them, only finding out from her as an adult that it is a cornish dish common among the former mining communities in the UP.

The Jedda family moved here from the UP--incidentally I have been to the UP, a lovely place, Lake in the Clouds and all--owned and operated the Stop & Shop Liquors shop downtown. When their two sons took it over they added a deli section and made and sold excellent pasties. I was indeed sad when they sold the place, and the new owners changed the nature of the business.

did you know that the northern counties of Wisconsin and the residents of Upper Michigan at one time wanted to form their own new state, Superior?

Cheers,
Gary

Winterthorn

Wednesday, 25th April, 2007, 07:11 PM

Quote:

*Originally Posted by **thedungeondelver***

If I may, Col, I believe it is from...the Netherlands? For "giant" or "giants", IIRC.

Actually, being a Canuck of Dutch ancestry, and having done a little research:

Giant (n): an imaginary figure of superhuman size and strength; appears in folklore and fairy tales. In Dutch/"Nederlands": krachtpatser, mannetjesputter, kerel, reus.

Results from LookWAYup.com , a free multilingual dictionary. :)

Gary,

I have two questions (me not being around ENWorld that often):

1) I have read that D&D 3.x has plenty that didn't meet your preferences. Instead of looking at the myriad of details, what is one principle feature of the current system you would have done differently (to make 3.x a better game in your eyes)? I am guessing there must be something that

really stands out above the minutia that you may have said "No. that really, really doesn't work for me the way I see it", or some such similar reaction.

2) Are you willing to share with us any ideas about how you would like to see the D&D system develop considering that change appears in the near future? I don't want to pin you down, but I am curious about the various ideas that have crossed your mind. :)

I suppose these questions are two sides of same gp; your speculations would be intriguing! :cool:

Regards, W :)

Col_Pladoh

Wednesday, 25th April, 2007, 07:14 PM

Quote:

*Originally Posted by **AGFlynn***

*What's the provenance of Gygax? Sounds kinda like a Welshman had a nasty high-speed collision with a Roman on the Appian Way. ;)
Or maybe an allergic centurion: "What's your name, soldier?"
"Gygax."
"Bless you."*

:lol:

Gygax is an ancient Swiss name, properly pronounced GHE-gox. Family oral tradition is extensive, but it begins with our being descendants of Goliath of Gath that fled from the Near East to the Greek Isles, eventually to Greece proper, when he was slain by David. The Greeks called the family "gigantas", Greek for giant. That name stuck when four brothers took their families, moved from Greece to the Alps of what is now Switzerland around the time Caesar was conquering Gaul.

My father was born in Seeberg, Bern, Switzerland, and I spoke a bit of the language when I was a wee lad.

Cheers,
Gary

Col_Pladoh

Wednesday, 25th April, 2007, 07:20 PM

Quote:

*Originally Posted by **Jupp***

Yup, Gygax is a more or less common name around here. You see the name alot in the Berne Highlands (Berner Oberland).

The four castles of the Gygax Family came from the four brothers that mover their families from Greece to Switzerland a couple of millenia ago.

There is a great soccer player with the Gygax surname, and the head of the Swiss air force is also a Gygax. Here, the Gygaxes were mainly in the navy, with one Vice Admiral, Felix, while I believe his father, Xerxes was in charge of naval operations during the construction of the Panama Canal.

Cheerio,
Gary

Henry

Wednesday, 25th April, 2007, 07:20 PM

Quote:

*Originally Posted by **Jupp***

Yup, Gygax is a more or less common name around here. You see the name alot in the Berne Highlands (Berner Oberland).

Plus, a poster named Jupp a few years back pointed out a nursery rhyme called "Gi-ga-gax" about a goose, and there's something about geese on Gary's family crest, too... :)

AGFlynn

Wednesday, 25th April, 2007, 07:25 PM

Quote:

*Originally Posted by **Col_Pladoh***

:lol:

Gygax is an ancient Swiss name, properly pronounced GHE-gox. Family oral tradition is extensive, but it begins with our being descendants of Goliath of Gath that fled from the Near East to the Greek Isles, eventually to Greece proper, when he was slain by David. The Greeks called the family "gigantas", Greek for giant. That name stuck when four brothers took their families, moved from Greece to the Alps of what is now Switzerland around the time Caesar was conquering Gaul.

My father was born in Seeberg, Bern, Switzerland, and I spoke a bit of the language when I was a wee lad.

*Cheers,
Gary*

ROFL.

So it was actually a collision between an ancient Greek/Biblical bad guy and a musty Gaul! Neato.

Just recalled an anecdote from waaay back in the 1st Ed. days when we used to abuse your name (being on the PHB cover and all), to wit:

"Stick that in your GygaX and smoke it!" and I think another was "Well, that's a real kick in the GygaX!"

Apologies. Guess we used to think it was funny.

Cheers, Flynn

Col_Pladoh

Wednesday, 25th April, 2007, 07:27 PM

Quote:

*Originally Posted by W **interthorn***

Actually, being a Canuck of Dutch ancestry, and having done a little research:

Giant (n): an imaginary figure of superhuman size and strength; appears in folklore and fairy tales. In Dutch/"Nederlands": krachtpatser, mannetjesputter, kerel, reus.

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Gary,

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2) Are you willing to share with us any ideas about how you would like to see the D&D system develop considering that change appears in the near future? I don't want to pin you down, but I am curious about the various ideas that have crossed your mind. :)

I suppose these questions are two sides of same gp; your speculations would be intriguing! :cool:

Regards, W :)

I have been to Amsterdam and enjoyed the city very much, had a great time there staying in the Hotel Grand Krasnapolski, dining at good restaurants including The Five Flies.

Very easy questions to answer:

I would not have ever done 3E.

As the new D&D is betond redemption in my view, there are no suggestions I can make in regards to improving it.

The Castles & Crusades RPG is more like what I had in mind for a revised AD&D game, and now that they system has added by skills sets, even more like what i would have done :cool:

Cheers,
Gary

Jupp

Wednesday, 25th April, 2007, 07:29 PM

Quote:

*Originally Posted by **Henry***

Plus, a poster named Jupp a few years back pointed out a nursery rhyme called "Gi-ga-gax" about a goose, and there's something about geese on Gary's family crest, too... :)

Heheh, nice one Henry. You either have the memory of an elephant or the mad search skillz of a veteran librarian. I just had to go back to the search function to find that old post. Totally forgot about it. Time flies, and with it the memories of the past.

Col_Pladoh

Wednesday, 25th April, 2007, 07:46 PM

Goose auf Deutsch ist ganse.

I do not know the nursery rhyme. Is it English?

Ghe-gox sounds a bit like ganse in the ending syllable.

the GygaX family armorial bearings are a green ground with a white goose facing dexter, a red star in canton and a buffalo horn. IIRR, the star and the horn were later additions for service and bravery.

Cheerio,
Gary

Winterthorn

Wednesday, 25th April, 2007, 07:49 PM

Quote:

Originally Posted by **Col_Pladoh**

I have been to Amsterdam and enjoyed the city very much, had a great time there staying in the Hotel Grand Krasnapolski, dining at good restaurants including The Five Flies.

Very easy questions to answer:

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*Cheers,
Gary*

I still have cousins and aunts and uncles in Holland, and I enjoy visiting the "old country" every few years. :)

"...beyond redemption..." Yikes, I didn't know you felt that strongly about it. But that's :cool: I am not insulted - in fact you made me laugh :)

C&C? Well, I am thus obliged to have a good look at to see what you mean. I have been so focused on D&D 3E the last year or so (I DM using the Kingdoms of Kalamar setting) perhaps now is a good time to refresh my mind by looking at something different! :)

Thank you for the quick replies :D

gideon_thorne

Wednesday, 25th April, 2007, 07:56 PM

Quote:

Originally Posted by **Winterthorn**

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www.trolllord.com

Hop on over to the Troll Lord forums as well. Plenty of folks around to help in answering questions. :)

Col_Pladoh

Wednesday, 25th April, 2007, 08:30 PM

Quote:

Originally Posted by **Winterthorn**

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Thank you for the quick replies :D

Heh,

One man's meat is another's poison. Liking or disliking a particular type of game, or game itself, is no reflection on the person concerned. IMO game buffs have a lot more in common than the like or dislike of a particular design. for that reason U try to stay away from comments as to what I do not particularly like in favor of saying what I do enjoy. When all is said and done, there is no arguing about personal taste, no?

The C&C game system is about as close to a revised OAD&D game as is possible. That said, my favorite RPG system is the Lejendary Adventure one--rules light, skill-bundle-based, yet retaining the archetype, and very easy to determining playing awards. As a GM I enjoy running adventures, and playing it is a delight for the thinking gamer.

BTW the Troll Lord Games forums also have LA game threads, as does www.dragonsfoot.org and www.lejendary.com :D

Cheerio,
Gary

Naidim

Wednesday, 25th April, 2007, 09:34 PM

Gary,

First I'd like to add my thanks for the creation of something that has added so much joy to my life.

When I first got into reading, my grandmother got for me the Chronicles of Prydain by Lloyd Alexander and I was hooked on S&S. After that I

picked up 3 Hearts and 3 Lions by Poul Anderson and The Hobbit/LotR. When a friend introduced me to D&D in 1979 I was in heaven, being able to adventure in the worlds I loved to read about was everything I could imagine.

I've read most of the books on your list in the PHB. My only questions are have you read the Chronicles of Thomas Covenant by Stephen R. Donaldson? Can you recommend any other stories that are as different from the standard fare (the stereotypical stuff like the Belgariad bores me), but still S&S?

Col_Pladoh

Wednesday, 25th April, 2007, 10:34 PM

Quote:

*Originally Posted by **Nai dim***

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I appreciate your thanks :)

It goes without saying that I too found much joy, entertainment, and stimulous from my youthful reading. As a matter of fact I am still devoted to reading.

Quote:

I've read most of the books on your list in the PHB. My only questions are have you read the Chronicles of Thomas Covenant by Stephen R. Donaldson? Can you recommend any other stories that are as different from the standard fare (the stereotypical stuff like the Belgariad bores me), but still S&S?

About all I can say I enjoy of the contemporary famntasy/S&S writing is that of Glen Cook and Terry Pratchett. Donaldson I gave up on after about 50 pages.

I am now reading the original REH Conan stories, and that's about it, save for going back now and again to re-read Vance, Merritt, Farmer, etc. My main fiction persuits lately have been alternate history, historical novels such as the Shapre's series, and mystery stories. O am also now at work putting together a detailed outline of a new Gord the Rogue adventure novel, one set in the time period when he was a young rebel in Greyhawk. If my co-author is motivated by my material, and we find an interested publisher--likely Troll Lord Games as they are reprinting the other seven gord books in hardbound editions--we should have it done by the end of this year.

Cheerio,
Gary

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Gary Gygax Q&A: Part XIII

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Jupp

Thursday, 26th April, 2007, 11:00 AM

Quote:

*Originally Posted by Col_Pladoh**Goose auf Deutsch ist ganse.**I do not know the nursery rhyme. Is it English?**Ghe-gox sounds a bit like ganse in the ending syllable.**the Gygax family armorial bearings are a green ground with a white goose facing dexter, a red star in canton and a buffalo horn. IIRR, the star and the horn were later additions for service and bravery.**Cheerio,
Gary*

It's a Swiss-German children song, origin and age unknown, and unfortunately I do not know the full song. Also the mighty internet did not provide me with the complete lyrics. In this song the goose says "Gy-ga-gax". I think this comes more from a reference to the family crest than from the name itself. As you already said in an earlier post, the name Gygax could originate from the greek name for giant and that sounds a bit more realistic. Because as far as I know the old German/Swiss translation of goose is not Gygax, Gigax, Giegax or whatever but Gans, Gander, Ganter, Gös, etc. Another indication is, that the name Gygax itself is very untypical for a Swiss name, or for a German name in general. So the whole Greek story looks more plausible than the goose thingie. And I would rather want to be named after a giant than after a goose anyway :D

RFisher

Thursday, 26th April, 2007, 01:57 PM

Quote:

*Originally Posted by Col_Pladoh**In regards to the timeline for the WoG setting, I had no immediate plan for advancing it as the world was meant to be used by all DMs so desirous, each making it conform to his own campaign needs.**Any special changes added to the setting in "the future" would have been done in modular form so as to be optional.*

I know this wanders dangerously close to the speculative territory you are often wont to avoid, but I've wondered about this for a long time.

If you had remained in charge of TSR, how would this have worked in the long run? Would essentially the same boxed set have stayed in-print until today? It seems to me that most publishers find that keeping essentially the same product in-print for years is not feasible. Changes are made to justify printing a new, updated version of the setting.

Or perhaps I should merely ask what are your plans for Lejendary Earth in this regard.

Col_Pladoh

Thursday, 26th April, 2007, 04:47 PM

Quote:

*Originally Posted by Jupp**It's a Swiss-German children song, origin and age unknown, and unfortunately I do not know the full song. Also the mighty internet did not provide me with the complete lyrics. In this song the goose says "Gy-ga-gax". I think this comes more from a reference to the family crest than from the name itself. As you already said in an earlier post, the name Gygax could originate from the greek name for giant and that sounds a bit more realistic. Because as far as I know the old German/Swiss translation of goose is not Gygax, Gigax, Giegax or whatever but Gans, Gander, Ganter, Gös, etc. Another indication is, that the name Gygax itself is very untypical for a Swiss name, or for a German name in general. So the whole Greek story looks more plausible than the goose thingie. And I would rather want to be named after a giant than after a goose anyway :D*

:lol:

I will have to see if I can find the children's sone...although my German is very limited indeed, having sropped speaking it with Mumpsy when I was age seven.

There is a tribe of Albanians known and the Ghegs, giants, and someone has speculated that they might be descendants of Goliath's that stayed in Macedonia, moving only a bit westwards.

As for a goose, they are very alert and make good watchdogs...and are very nice well roasted :eek:

*Cheerio,
Gary*

Quote:

*Originally Posted by **RFisher***

I know this wanders dangerously close to the speculative territory you are often wont to avoid, but I've wondered about this for a long time.

If you had remained in charge of TSR, how would this have worked in the long run? Would essentially the same boxed set have stayed in-print until today? It seems to me that most publishers find that keeping essentially the same product in-print for years is not feasible. Changes are made to justify printing a new, updated version of the setting.

Or perhaps I should merely ask what are your plans for Legendary Earth in this regard.

No problem!

I would indeed have kept a boxed introductory set of the D&D game in print...just as the publishers of Monopoly have kept that game on the shelves. Also I would have consolidated the remainder of the D&D game into a large book as was done by TSR after I left.

As for AD&D, I planned to revise it and add skills. (See the C&C game for how I would have handled that.) Later editions would contain few changes--mainly corrections and minor additions to existing material.

The LA game is being revised, and the new edition will have a good deal more information, but virtually no rules changes, mainly more Orders, spells, magic items, and monsters. Monsters' attacks have been expanded to reflect greater realism in regards to the danger they pose. The books will also be hardbound. Along with that there will be supplemental books for the optional addition of shamanism and witchery, one dealing with the pantheons of deities, and then detail volumes for the Legendary Earth world setting. Plenty of new and desirable material without having to huck endless revisions of the core material ;)

Cheers,
Gary

dcas

Thursday, 26th April, 2007, 06:10 PM

Quote:

*Originally Posted by **Col_Pladoh***

I would indeed have kept a boxed introductory set of the D&D game in print...just as the publishers of Monopoly have kept that game on the shelves.

I think Mr. Fisher was asking about the World of Greyhawk boxed set.

One would think that the boxed set could remain in print as a "bare-bones" guide to the campaign, then additional detail added through campaign gazetteers or through adventure modules.

Gray Mouser

Thursday, 26th April, 2007, 06:44 PM

Quote:

*Originally Posted by **Col_Pladoh***

About all I can say I enjoy of the contemporary fantasy/S&S writing is that of Glen Cook and Terry Pratchett. Donaldson I gave up on after about 50 pages.

I am now reading the original REH Conan stories, and that's about it, save for going back now and again to re-read Vance, Merritt, Farmer, etc. My main fiction pursuits lately have been alternate history, historical novels such as the Shapre's series, and mystery stories. I am also now at work putting together a detailed outline of a new Gord the Rogue adventure novel, one set in the time period when he was a young rebel in Greyhawk. If my co-author is motivated by my material, and we find an interested publisher--likely Troll Lord Games as they are reprinting the other seven Gord books in hardbound editions--we should have it done by the end of this year.

*Cheerio,
Gary*

Colonel,

I know you're not a big fan of JRRT, but I do have to recommend *The Children of Hurin*. Only 259 pages, and that includes the preface and introduction. It seems to me to be Tolkien's take on Greek tragedy set in a fantasy milieu. Without dropping any spoilers I have to just say that I got the last 1/3 (or so) of the book and thought, "OMG, *no way!*" Had to go back and reread a bit just to make sure I was following what was going on correctly :)

BTW, the book also features a damn cool talking sword. I'd have to think JRRT was a bit influenced by Michael Moorecock in this area if the story hadn't been written some time before the appearance of Stormbringer :)

As for your other comments, I have to completely agree with the *necessity* of rereading Jack Vance on a fairly regular basis. Rarely have I read an author whose prose I enjoyed so much. I also hope that the outline of the new Gord novel progresses apace. And don't forget to put in the appearance of Mordenkainen and Bigby! ;) (Heh, I know, I know...)

Gray Mouser

Quote:

*Originally Posted by **Col_Pladoh***

I would indeed have kept a boxed introductory set of the D&D game in print...just as the publishers of Monopoly have kept that game on the shelves.

I think that's something that hurts D&D in the long run: Not having a single boxed set that is essentially unchanged from decade to decade (just like Monopoly). Having such a set, of course, would not preclude all kinds of additional D&D products for hard-core gamers. But only a small fraction of people want to essentially game full-time. But lots of people are amenable to an occasional 2-hour D&D game. That sort of casual gaming would be best served by a static boxed set with a short rulebook (say, 64 pages) that stays the same except to fix typos. That way people would always know how to play rather than having to digest 1,000-page "core" rules that change all the time.

Bog97th

Thursday, 26th April, 2007, 08:38 PM

Wish you where still in charge :)

Old school gamer her gary...I wish to express my anger over the canelations of bot h Dragon and Dungeon. I have posted my thoughts on many forms over the last few days and have written Hasbro and Pazio about this issue. Hope with some pressure they might change there minds. I don't think we have a chance at it but it's gotta be worth a try. :]

On the other side of the coin I wish to express my grattitude to you for helping start the most amazing gme I have ever played and will play.

Many a day has been put into creation of dungeons and the like. And many a ferious pizza has died by my 5" butter blade of death. :) And man I could have bought "Coke" for how much I bought of the little tiny cans of healing potion :)

I live and love the game I found back in 1981 and will continue to play it the way I envision it no matter what screwy crap Hasbro does to the retail side of the hobby.

Thank you again wise mage and may your Dragon live forever!

ps. some day I'd like to shake your hand. Let us know the next time you do an apperance in Chicago, I love that town! I live in Northern Michigan and I'm willing to travel there any time :)

Col_Pladoh

Thursday, 26th April, 2007, 08:46 PM

Quote:

*Originally Posted by **dcas***

I think Mr. Fisher was asking about the World of Greyhawk boxed set.

One would think that the boxed set could remain in print as a "bare-bones" guide to the campaign, then additional detail added through campaign gazetteers or through adventure modules.

You are most likely correct, but what I said applies to the WoG as well as to the game per se. In truth I had plans to create material detailing the various states and major terrain features of the world setting, as well as completing the world with a second boxed set.

Cheers,
Gary

Urizen

Thursday, 26th April, 2007, 08:49 PM

Quote:

*Originally Posted by **Col_Pladoh***

No problem!

I would indeed have kept a boxed intriductory set of the D&D game in print...just as the publishers of Monopoly have kept that game on the shelves. Also I would have consolidated the remainder of the D&D game into a large book as was done by TSR after I left.

As for AD&D, I planned to revise it and add skills. (See the C&C game for how I would have handled that.) Later editions would contain few changes--mainly corrections and minor additions to existing material.

*Cheers,
Gary*

Hiya Gary.

First, I just want to say thank you for bringing Dungeons and Dragons to the world. Your game has brought me so much enjoyment over the years. Honestly, the game has had such an impact on me that I don't know what my life would be like without it!

Have you seen the OSRIC system? This might strike you as silly, but, you mention things you would have done for AD&D, which makes me wonder if you had considered possibly doing a revamped version using the OSRIC game set?

OSRIC - for all intents and purposes - is the first edition of Dungeons and Dragons.

I for one would love to see what you would have done if you had gone forward with the revision.

SuStel

Thursday, 26th April, 2007, 08:50 PM

Quote:

*Originally Posted by **Geoffrey***

I think that's something that hurts D&D in the long run: Not having a single boxed set that is essentially unchanged from decade to decade (just like Monopoly).

Has hurt. Has killed. The damage was done a long time ago.

As I see it, TSR's original plan (and much superior) was to produce *games*, not just to produce D&D. When you need to put out new product, you put out new *games*, not new revisions of the same game, and not endless supplemental materials for the same game.

Imagine if a company tried to be successful by selling nothing but Scrabble. Once everybody buys a copy, what else can you do to make money? Put out revised sets, put out expansions and aids... things nobody really needs to play Scrabble. This is what happened to TSR under You-Know-Who, and it's what's happening to Wizards of the Coast now.

Quote:

Having such a set, of course, would not preclude all kinds of additional D&D products for hard-core gamers.

Hard-core game *buyers*, you mean. There are plenty of hard-core gamers who buy one game and *play it*.

Shadeydm

Thursday, 26th April, 2007, 08:51 PM

Quote:

*Originally Posted by **Col_Pladoh***

In truth I had plans to create material detailing the various states and major terrain features of the world setting, as well as completing the world with a second boxed set.

*Cheers,
Gary*

Wow, I wish it had come to pass!

Col_Pladoh

Thursday, 26th April, 2007, 08:56 PM

Quote:

*Originally Posted by **Gray Mouser***

Colonel,

*I know you're not a big fan of JRRT, but I do have to recommend *The Children of Hurin*. Only 259 pages, and that includes the preface and introduction. It seems to me to be Tolkien's take on Greek tragedy set in a fantasy milieu. Without dropping any spoilers I have to just say that I got the last 1/3 (or so) of the book and thought, "OMG, no way!" Had to go back and reread a bit just to make sure I was following what was going on correctly :)*

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As for your other comments, I have to completely argee with the necessity of rereading Jack Vance on a fairly regular basis. Rarely have I read an author whose prose I enjoyed so much. I also hope that the outline of the new Gord novel progresses apace. And don't forget to put in the appearance of Mordenkainen and Bigby! ;) (Heh, I know, I know...)

Gray Mouser

when i am out of reading material that I am excited about likely I will picj up *The Children of Hurin*. After all, I did really enjoy reading *The Hobbit*. Perhaps the "singing Sword" wielded by Prince Valiant was a source of inspiration for JRRT. Anyway, IIRR there are some talking swords in fairy tales. It has been decades since I read those of Andrew Lang where I think they appear.

As for Vance, how thoroughly I agree. His prose is so exceptional that reading it is a sheer joy. I recall how I lingered over *Night Lamp*, wishing it were 400 or more pages in length.

Because i have had too much other stuff to do today, I have made no further progress on the detailed outline for the new Gord novel, still only nine chapters set forth. I'll add one or two more today yet...with luck.

Cheerio,
Gary

Col_Pladoh

Thursday, 26th April, 2007, 08:58 PM

Quote:

Originally Posted by **Geoffrey**

I think that's something that hurts D&D in the long run: Not having a single boxed set that is essentially unchanged from decade to decade (just like Monopoly). Having such a set, of course, would not preclude all kinds of additional D&D products for hard-core gamers. But only a small fraction of people want to essentially game full-time. But lots of people are amenable to an occasional 2-hour D&D game. That sort of casual gaming would be best served by a static boxed set with a short rulebook (say, 64 pages) that stays the same except to fix typos. That way people would always know how to play rather than having to digest 1,000-page "core" rules that change all the time.

Just so!

I urged Peter Adkison to reprint the D&D line, revise OAD&D a bit, and then produce a super new D&D line. Ah well...

Cheers,
Gary

T. Foster

Thursday, 26th April, 2007, 08:58 PM

Hi Gary,

There are a handful of references in your later-era AD&D writing to space travel -- in the description of Celestian in the WoG, in some notes in Dragon articles, and perhaps a reference or two in spell or item descriptions in UA -- that were never developed and I'm curious what you envisioned this aspect of the game being like. How, for instance, would the play-experience of traveling to different planets have differed from traveling to different planes? How would you have avoided a 'sci-fi' feeling (or is that something you would have embraced)? Was this notion inspired by Jack Vance's story "Morreion" (the same story that gave us IOUN stones)? How close would a Gygax "D&D in space" supplement have looked to TSR's "Spelljammer" ;) ?

Mr Vergee

Thursday, 26th April, 2007, 09:00 PM

Quote:

Originally Posted by **Col_Pladoh**

Donaldson I gave up on after about 50 pages.

Funny, I did the same when I first wanted to read the book. Then I gave it another go. Suffice to say that I was happy I did.

Henry

Thursday, 26th April, 2007, 09:07 PM

Quote:

Originally Posted by **Col_Pladoh**

...In truth I had plans to create material detailing the various states and major terrain features of the world setting, as well as completing the world with a second boxed set.

You know, with as many people having advanced science by leaps and bounds because of the inspirations of Star Trek, I wonder if we ever see the discovery of Parallel Universe Gateways in our lifetime because some gamer physicist wanted the GARY GYGAX WORLD OF OERTH boxed set... :lol:

Col_Pladoh

Thursday, 26th April, 2007, 09:07 PM

Howdy Bog97th,

Do not blame Piazio for the cancellation of the two zines. Lisa Stevens has stated clearly that Piazio was eager to keep on publishing both of them.

If ever you wish to play a vital game that is in the same vein as OAD&D, have a look at the C&C RPG from Troll Lord Games. OTOH, if you are interested in exploring new approaches to S&S gaming, have a look at my Lejendary Adventure system. It is rules light, skill-bundle-based, has retained archetypes even with skills as the basis for character creation, is easy to learn despite being totally different from class-based FRPGs, and is fun to GM and to play. It too is being published primarily by the Trolls.

I don't travel much anymore, but there is the upcoming 3rd Lake Geneva Gaming convention here in mid-June, and we are only 70 miles northwest of Chicago. Also, i will be at GenCon this year.

Cheers,
Gary

Flexor the Mighty!

Thursday, 26th April, 2007, 09:07 PM

Quote:

Originally Posted by **Col_Pladoh**

likely Troll Lord Games as they are reprinting the other seven gord books in hardbound editions--we should have it done by the end of this year.

Cheerio,
Gary

All 7 in hardback? WOOT!!!!!!

<http://img99.exs.cx/img99/8577/yupi3ti.gif>

Mark CMG

Thursday, 26th April, 2007, 09:12 PM

Quote:

*Originally Posted by **Col_Pladoh***

Also, i will be at GenCon this year.

*Cheers,
Gary*

Huzzah! :)

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Gary Gygax Q&A: Part XIII

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Mark CMG

Thursday, 26th April, 2007, 09:14 PM

Poppa G,

What is your first "gaming" memory (beyond pretend games as a kid), be it wargaming, minatures wargaming, etc.? I'd love to read some details on how that went. And if you have the time, could you tell of some highlights from the old Chainmail days? One of my first gaming loves beyond AH board games was pushing the painted lead around (on big felt sheets with model railroad trees and lichen and foam hills and mountains) with some friends in the early seventies.

Thanks!

Col_Pladoh

Thursday, 26th April, 2007, 09:17 PM

Quote:

*Originally Posted by **T. Foster***

Hi Gary,

There are a handful of references in your later-era AD&D writing to space travel -- in the description of Celestian in the WoG, in some notes in Dragon articles, and perhaps a reference or two in spell or item descriptions in UA -- that were never developed and I'm curious what you envisioned this aspect of the game being like. How, for instance, would the play-experience of traveling to different planets have differed from traveling to different planes? How would you have avoided a 'sci-fi' feeling (or is that something you would have embraced)? Was this notion inspired by Jack Vance's story "Morreion" (the same story that gave us IOUN stones)? How close would a Gygax "D&D in space" supplement have looked to TSR's "Spelljammer" ;) ?

Short answer:

The main moon of Oerth was a viable sphere, although none of my players ever made it there. Mars and Venus were likewise habitable ala ERB. Getting to those places was via portal or special spells that I never did manage to get around to detailing.

For real space travel i intended to do a Science Fantasy genre spinoff of AD&D, absolutely nothing similar to Spelljammer.

When I designed the DJ system, and later the LA game, I made certain to have the mechanics such as to be compatable with genre additions to the fantasy one. We are about to finish the *Legendary AsteRogues Fantastical Science* rules later this year. Avatars from different genres can indeed become at home in new settings.

Cheerio,
Gary

Col_Pladoh

Thursday, 26th April, 2007, 09:18 PM

Quote:

*Originally Posted by **Mr Vergee***

Funny, I did the same when I first wanted to read the book. Then I gave it another go. Suffice to say that I was happy I did.

Trusted confederates have assured me that my decision was a wise one, as I very mych dislike downers :lol:

Cheerio,
Gary

Col_Pladoh

Thursday, 26th April, 2007, 09:23 PM

Quote:

*Originally Posted by **Henry***

You know, with as many people having advanced science by leaps and bounds because of the inspirations of Star Trek, I wonder if we ever see the discovery of Parallel Universe Gateways in our lifetime because some gamer physicist wanted the GARY GYGAX WORLD OF OERTH boxed set... :lol:

It is nearly astonishing to me that science now recognizes that parallel universes are likely to exist :D

Gygax's Paradox:

Given infinite time and space, everything that can happen has, is happening, or will happen. Thus there will be a universe of nothing but solid

matter, and one in which there is nothing whatsoever. As a universe of nothing is nothing, it can not exist. So everything that can happen can not happen.

:eek: :lol: :uhoh:
Gary

Col_Pladoh

Thursday, 26th April, 2007, 09:33 PM

Quote:

*Originally Posted by **Mark CMG***

Poppa G,

What is your first "gaming" memory (beyond pretend games as a kid), be it wargaming, minatures wargaming, etc.? I'd love to read some details on how that went. And if you have the time, could you tell of some highlights from the old Chainmail days? One of my first gaming loves beyond AH board games was pushing the painted lead around (on big felt sheets with model railroad trees and lichen and foam hills and mountains) with some friends in the early seventies.

Thanks!

Playing pinochle at age five, taking over for my mother when she was called away from the card table, and actually taking sufficient tricks to win the bid she had made. then at age six i saw my older brother playing chess with men consisting of checkers with white tape on them naming each pawn and piece. I watched him and his pal play, learned the game thus, and played badly for year thereafter.

I am way too busy to relate much more about gaming. However, Terry Kuntz was really angry with me when we build point armies to fight it out...and mine consisred of a wizard, four armored footmen with halberds to guard him, and a superhero with magic armor and sword. When Terry would surround that fighter with his minions, my wizard would toss a fireball on top of him, the save needed for a magically armored superhero being pretty easy to make.

Chess was my main game untill I discovered Shogo. AH boardgames were my passion for many a year--1958 - 1965. Then miniatures sort of took over. Other than that we played on a sandtable most of the time, the accoutrements we used for the tabletop were tose you mention.

Cheers,
Gary

howandwhy99

Thursday, 26th April, 2007, 10:25 PM

Quote:

*Originally Posted by **Col_Pladoh***

Gygax's Paradox:

Given infinite time and space, everything that can happen has, is happening, or will happen. Thus there will be a universe of nothing but solid matter, and one in which there is nothing whatsoever. As a universe of nothing is nothing, it can not exist. So everything that can happen can not happen.

Gygax's Parallax:

"Knowing that, even with infinite measurement and timeless observation, the true arrangement of the cosmos originates and aligns with all things D&D. There are inner and outer planes, 9 hells, 7 heavens, 666 layers of the abyss, elemental planes of air, earth, fire, and water, and, on days when his memory holds, quasi-elemental planes."

;)

Naidim

Friday, 27th April, 2007, 09:21 PM

Quote:

*Originally Posted by **Col_Pladoh***

Trusted confederates have assured me that my decision was a wise one, as I very mych dislike downers :lol:

Cheerio,
Gary

Indeed, there is no happy ending for Thomas Covenant, which for me is one of the reasons I like it (and hate most movies to come out of Hollywood these days). Conquest is not always successful; endings, even when successful, are not always happy; and happiness is all about your point of view.

The stories made for enjoyable, unpredictable, reading.

I'd be so humble as to suggest "Daughter of Regals and Other Tales" first, and if you enjoy them, give chronicles another chance.

As to parallel worlds, Zelazny had it right with Amber long ago. :)

The Merciful

Friday, 27th April, 2007, 10:05 PM

Quote:

Originally Posted by **Col_Pladoh**

when i am out of reading material that I am excited about likely I will picj up The Children of Hurin. After all, I did really enjoy reading The Hobbit. Perhaps the "singing Sword" wielded by Prince Valiant was a source of inspiration for JRRT. Anyway, IRR there are some talking swords in fairy tales. It has been decades since I read those of Andrew Lang where I think they appear.

Actually I can say with good confidence in Tolkien's case his inspiration has been Kalevala (the finnish national epic for those who might not know). Tale of Hurin's children is pretty much retelling of Kullervo's tale, including unwitting incest, suicide in guilt and a talking sword.

Speaking of Kalevala, if you drop 'd' from Mordenkainen, you actually have a name you could fool a born Finn with. Not too bad for a foregner. :D

Col_Pladoh

Friday, 27th April, 2007, 10:15 PM

Quote:

Originally Posted by **Naidim**

Indeed, there is no happy ending for Thomas Covenant, which for me is one of the reasons I like it (and hate most movies to come out of Hollywood these days). Conquest is not always successful; endings, even when successful, are not always happy; and happiness is all about your point of view.

The stories made for enjoyable, unpredictable, reading.

I'd be so humble as to suggest "Daughter of Regals and Other Tales" first, and if you enjoy them, give chronicles another chance.

As to parallel worlds, Zelazny had it right with Amber long ago. :)

Heh...

I believe this is an instance of needing to agree to disagree :lol:

Lugubrious lepers do not have the least bit of appeal to me. I read for enjoyment, and crappy stuff is founf almost everywhere in real life :mad:

Cheers,
Gary

Col_Pladoh

Friday, 27th April, 2007, 10:20 PM

Quote:

Originally Posted by **The Merciful**

Actually I can say with good confidence in Tolkien's case his inspiration has been Kalevala (the finnish national epic for those who might not know). Tale of Hurin's children is pretty much retelling of Kullervo's tale, including unwitting incest, suicide in guilt and a talking sword.

Speaking of Kalevala, if you drop 'd' from Mordenkainen, you actually have a name you could fool a born Finn with. Not too bad for a foregner. :D

:D

I have read Kalevala several times, admire Vainomoinen greatly, have seen the b&w Eussian film about his journey to Pojola with Ilmarnen to get Louhi's daughter, and much enjoyed de Camp's & Pratt's *Wall of Serpents* drawn from Finnish mythology. It was not by chance that my first and still most potent mage PC was named Mordenkainen.

Cheerio,
Gary

dcas

Saturday, 28th April, 2007, 01:42 AM

Quote:

Originally Posted by **Col_Pladoh**

when i am out of reading material that I am excited about likely I will picj up The Children of Hurin. After all, I did really enjoy reading The Hobbit.

It is much more grim than *The Hobbit*. I would really like to recommend it to you (I just finished it this evening), but you've said that you don't like downers (although I do think that Turin is a much more noble character than Thomas Covenant).

The sword in question only speaks once.

Col_Pladoh

Saturday, 28th April, 2007, 04:41 PM

Characters such as Elric, Shadow Jack, and Kugel are more interesting to me than painfully noble or pedantically distressed ones. Frankly, I thing the fantasy genre is for action and adventue, blood and thunder, swords and sorcery, not for some pot of message :mad:

Cheerio,

Gary

ColonelHardisson

Saturday, 28th April, 2007, 05:33 PM

Gary, I know you said you don't have much use for fantasy fiction of the most recent couple of decades, but what about Gene Wolfe? His "Book of the New Sun" and "Wizard Knight" books, among others, are as good as anything I've ever read in the genre, bar none. If you haven't done so, I'd highly recommend putting "The Knight" and the "The Wizard" by Wolfe on your reading queue. At least give the editorial reviews synopsized at Amazon a glance and see if they pique your interest: <http://www.amazon.com/Knight-Part-Wi...7777947&sr=8-1>

<http://www.amazon.com/Wizard-Book-Tw...7777947&sr=8-1>

dcas

Saturday, 28th April, 2007, 06:10 PM

Quote:

*Originally Posted by **Col_Pladoh***

Characters such as Elric, Shadow Jack, and Kugel are more interesting to me than painfully noble or pedantically distressed ones. Frankly, I thing the fantasy genre is for action and adventue, blood and thunder, swords and sorcery, not for some pot of message :mad:

I do not mean that Turin is "painfully noble" or "pedantically distressed," only that he is a more noble and manly character than the leprous rapist Thomas Covenant. Of course Elric isn't "painfully noble," he's painfully *ignoble*. :)

Col_Pladoh

Saturday, 28th April, 2007, 08:03 PM

Quote:

*Originally Posted by **ColonelHardisson***

Gary, I know you said you don't have much use for fantasy fiction of the most recent couple of decades, but what about Gene Wolfe? His "Book of the New Sun" and "Wizard Knight" books, among others, are as good as anything I've ever read in the genre, bar none. If you haven't done so, I'd highly recommend putting "The Knight" and the "The Wizard" by Wolfe on your reading queue. At least give the editorial reviews synopsized at Amazon a glance and see if they pique your interest: <http://www.amazon.com/Knight-Part-Wi...7777947&sr=8-1>

<http://www.amazon.com/Wizard-Book-Tw...7777947&sr=8-1>

Well maybe I'll take a look, but the authors one reviewer compared him with were not at all the sort that I find entertaining, such as Ursula Le Guin.

Cheers,
Gary

Col_Pladoh

Saturday, 28th April, 2007, 08:05 PM

Quote:

*Originally Posted by **dcas***

I do not mean that Turin is "painfully noble" or "pedantically distressed," only that he is a more noble and manly character than the leprous rapist Thomas Covenant. Of course Elric isn't "painfully noble," he's painfully ignoble. :)

I beg your pardon, but I do not find Elric painful in any respect...in the initial two books in the series in any case. He is, as far as I am concerned, the ultimate model for an anti-hero, much as is Zelazny's Shadow Jack.

Cheers,
Gary

ColonelHardisson

Saturday, 28th April, 2007, 08:46 PM

Quote:

*Originally Posted by **Col_Pladoh***

Well maybe I'll take a look, but the authors one reviewer compared him with were not at all the sort that I find entertaining, such as Ursula Le Guin.

*Cheers,
Gary*

Personally, I'd compare him to Jack Vance and Lord Dunsany. Those are the only two that immediately leap to mind. Ursula LeGuin...I don't see the resemblance.

Col_Pladoh

Saturday, 28th April, 2007, 10:19 PM

Quote:

Originally Posted by **ColonelHardisson**

Personally, I'd compare him to Jack Vance and Lord Dunsany. Those are the only two that immediately leap to mind. Ursula LeGuin...I don't see the resemblance.

Now you have my attention :D

Cheerio,
Gary

ColonelHardisson

Sunday, 29th April, 2007, 01:59 AM

Quote:

Originally Posted by **Col_Pladoh**

Now you have my attention :D

Cheerio,
Gary

Good, good. Wolfe has a proficiency with the English language that reminds me very much of Dunsany. I'd say Wolfe's style is more difficult; densely worded, yet ultimately rewarding. He breathes new life into old words, the kind you'd enjoy seeing in use again, the kind that don't appear in newer dictionaries, but which fit the narrative perfectly. Where he reminds me of both Dunsany and Vance is in his settings, which are dreamlike yet somehow profoundly familiar. His work in general reminds me of Vance's "Dying Earth" stories. In my personal opinion, Wolfe, now in his mid 70s, is one of our greatest living writers. Here's a quote from Thomas Disch I found at Wikipedia, which I think nicely describes Wolfe:

"When asked the "Most overrated" and "Most underrated" authors, Thomas Disch identified Isaac Asimov and Gene Wolfe, respectively, writing: "...all too many have already gone into a decline after carrying home some trophies. The one exception is Gene Wolfe...Between 1980 and 1982 he published The Book of the New Sun, a tetralogy of couth, intelligence, and suavity that is also written in VistaVision with Dolby Sound. Imagine a Star Wars-style space opera penned by G. K. Chesterton in the throes of a religious conversion. Wolfe has continued in full diapason ever since, and a crossover success is long overdue."

haakon1

Sunday, 29th April, 2007, 03:20 AM

Quote:

Originally Posted by **Col_Pladoh**

The son of Odin and the earth goddess Jord, married to a giantess?

About Thor in Stargate SG-1 . . . I don't think Thor ever talked about his family in Stargate, as he was born in a test-tube, being a clone of a clone of a clone, many thousands of years old but with a replacement body every once in a while, kinda like a Timelord, except it's always a copy (slowly degrading over the millenia) of their original body.

In the ancient past, Thor's race -- the Asgard -- protected humans, who were developing as an interesting race fitting into a prophecy among the Asgard of the rise of the "fifth race" of intelligent beings -- by a treaty with the bad guys, preventing them slaughtering Earthlings. They appeared to those humans as primitive humans themselves, to not frighten them. The humans thought of the bad guys as threatening giants or ettins (which is odd, since other humans thought of the bad guys as Egyptian gods or Aztec gods or even Chinese gods).

Anyhow, the Asgard's true form is aliens who are grey skinned, naked and without gender, about three feet tall, with large bulbous heads and all-pupil black eyes. They are known to UFOlogists as "greys". Why are they known in their true form at all? Why, an Asgard rogue scientist, named Loki, has been abducting humans for thousands of years to do strange experiments on them; he's been trying to solve the problem of copy of a copy degradation of the Asgard genome by studying human DNA and sexual reproduction. His experiments were banned by the Asgard High Council, but he started them up again in the 1940s or so . . .

The one thing they didn't explain is if Loki is responsible for cattle mutilation and crop circles, but I'm sure he is. ;)

Gary Gygax Q&A: Part XIII

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haakon1

Sunday, 29th April, 2007, 03:26 AM

Quote:

*Originally Posted by **Col_Pladoh****The old Celtic areas of the UK still have some nationalistic movements in them indeed.**There were lots of Cornishmen in the lead mining area of southern Wisconsin, and that is indeed where the term "Badger State" came from. There are no actual badgers here.**My grandmother told me how the miners would take their pasties into the mine for lunch, warming them under their arm...**Yes, Onwall was inspired by Cornwall, Land's End and all that good stuff :D**Cheerio,
Gary*

Underarm warmed pasties are probably better than cold pasties . . . I made the mistake of trying a pasty out of the fridge in the UK once. A congealed fat sandwich is not too tasty!

As for Land's End and Cornwall in general, it's as beautiful as you'd guess . . . I recommend checking it out if you visit the UK. But for you, Caernarvon Castle in Wales and Edinburgh Castle in Scotland would be higher priorities, if you haven't seen them yet.

The other castle I'd like to see someday is Krak de Chevaliers, but tourism to Syria doesn't seem wise at the moment.

haakon1

Sunday, 29th April, 2007, 04:57 AM

Quote:

*Originally Posted by **Col_Pladoh****the Gygax family armorial bearings are a green ground with a white goose facing dexter, a red star in canton and a buffalo horn. IIRR, the star and the horn were later additions for service and bravery.*

Ah, so the Gygax family was from the County of Urnst, it would seem. :)

haakon1

Sunday, 29th April, 2007, 05:09 AM

Quote:

*Originally Posted by **Geoffrey****I think that's something that hurts D&D in the long run: Not having a single boxed set that is essentially unchanged from decade to decade (just like Monopoly). Having such a set, of course, would not preclude all kinds of additional D&D products for hard-core gamers. But only a small fraction of people want to essentially game full-time. But lots of people are amenable to an occasional 2-hour D&D game. That sort of casual gaming would be best served by a static boxed set with a short rulebook (say, 64 pages) that stays the same except to fix typos. That way people would always know how to play rather than having to digest 1,000-page "core" rules that change all the time.*

You are so right. Even as a gamer who likes D&D far too much, I have to agree with that. For most of the players I know, rules changes and supplemental rules are a distraction, rather than adding to the fun. However, it would seem there are a small minority who wants new, additional rules every month, either because they like collecting new rules, or because they game for something like 4-6 hours, 4 times a month, and are jaded with traditional concepts, settings, and rules.

(By contrast, I love traditional settings and dislike new rules. I play in a game every 2-3 months, run a game about once every 3-4 months, and have been running a constant but very slow game over email since 1998 -- the highest level characters just hit 7th level after 6 months of game time/9 years of real life!)

haakon1

Sunday, 29th April, 2007, 05:25 AM

Quote:

*Originally Posted by **Col_Pladoh****The main moon of Oerth was a viable sphere, although none of my players ever made it there. Mars and Venus were likewise habitable ala ERB. Getting to those places was via portal or special spells that I never did manage to get around to detailing.*

In 1998, TSR briefly revived Greyhawk. One of the first products they put out was an adventure by Roger Moore called "Return of the Eight". It was about penetrating Tenser's fortress on the Nyr Dyv to rescue him (his clone, actually). The final scene involved an old, old Greyhawk villain and too place on Luna, reached by a special gate. IIRC, Luna was a jungle-like environment, but I might be remembering my own spin on it.

Anyhow, it was pretty good. I think Roger Moore and Eric Mona were always respectful of the setting, its creator, and its fans, and I appreciated their rabid fandom on AOL even in the era when TSR was not publishing anything for Greyhawk (1993-1998?). Perhaps the unofficial Greyhawk underground will need to reemerge, with lose of Mona's Dungeon/Dragon editorship. :]

Quote:

Originally Posted by **Col_Pladoh**

Avatars from different genres can indeed become at home in new settings.

In moderation, that's one of the my favorite things to do.

Col_Pladoh

Sunday, 29th April, 2007, 03:42 PM

Impressive ColonelHardisson...

But I hope Wolfe is easier to read than I found Chesterton to be.

Cheerio,
Gary

Col_Pladoh

Sunday, 29th April, 2007, 03:47 PM

Well, haakon1,

It seems as if the writers for that program not only do not know much about Egyptian mythology, but are also equally misinformed about the Norse, for Thor was of the Aesir race...

anyway, this reinforces why I shun the show, much as U do the new BBC production of Robin Hood. What a travesty! :mad:

Cheers,
Gary

Col_Pladoh

Sunday, 29th April, 2007, 03:52 PM

Quote:

Originally Posted by **haakon1**

Underarm warmed pasties are probably better than cold pasties . . . I made the mistake of trying a pasty out of the fridge in the UK once. A congealed fat sandwich is not too tasty!

As for Land's End and Cornwall in general, it's as beautiful as you'd guess . . . I recommend checking it out if you visit the UK. But for you, Caernarvon Castle in Wales and Edinburgh Castle in Scotland would be higher priorities, if you haven't seen them yet.

The other castle I'd like to see someday is Krak de Chevaliers, but tourism to Syria doesn't seem wise at the moment.

I have been to the UK quite a few times, but Bath is about as far west as I got. I do want to see Cornwall as well as the Vale of Belvoir, the Lakes Country, Wales, and Yorkshire...then cross over to Ireland.

Cheers,
Gary

Col_Pladoh

Sunday, 29th April, 2007, 03:54 PM

Quote:

Originally Posted by **haakon1**

Ah, so the Gygax family was from the County of Urnst, it would seem. :)

:lol:

Actually, they borrowed the family armorial bearings because of their utter awe of the symbols depicted on that shield :eek:

:lol:
Gary

haakon1

Sunday, 29th April, 2007, 07:46 PM

Quote:

Originally Posted by **Col_Pladoh**

:lol:

Actually, they borrowed the family armorial bearings because of their utter awe of the symbols depicted on that shield :eek:

:lol:

Gary

Ah, I know that smile. That's the same smile I get when I realize my players are paying more attention than I thought. :)

Col_Pladoh

Sunday, 29th April, 2007, 10:12 PM

Quote:

Originally Posted by **haakon1**

Ah, I know that smile. That's the same smile I get when I realize my players are paying more attention than I thought. :)

How about calling it a grin?

:cool:

Gary

Mark CMG

Sunday, 29th April, 2007, 10:44 PM

Are you a fan of pre-painted plastic figures used at the game table for RPGs?

Col_Pladoh

Monday, 30th April, 2007, 03:47 PM

Quote:

Originally Posted by **Mark CMG**

Are you a fan of pre-painted plastic figures used at the game table for RPGs?

Actually, I am not much given to employing miniatures when playing an RPG. I agree with Plato's assessment of spectacle being the least element of tragedy...

What I really do enjoy, however, is tabletop combat with miniatures; and pre-painted is the way to go as far as I am concerned, as I no longer have the desire, time, nor eyesight to manage a proper job of painting myself.

Cheerio,

Gary

PapersAndPaychecks

Monday, 30th April, 2007, 04:08 PM

Please do read Gene Wolfe, Gary! You'll be glad you did. Really.

Jemal

Monday, 30th April, 2007, 04:11 PM

Quote:

Originally Posted by **Col_Pladoh**

Very easy questions to answer:

I would not have ever done 3E.

As the new D&D is beyond redemption in my view, there are no suggestions I can make in regards to improving it.

Cheers,

Gary

Hmmm.. So, does that mean you've completely given up on any new D&D stuff that wizards puts out, or are you hopeful about the possible 4th edition that everybody (at least around here) has been obsessing over? Maybe hopeful is going too far.. How about will you give it a chance, or a pass?

Col_Pladoh

Monday, 30th April, 2007, 04:19 PM

Quote:

Originally Posted by **PapersAndPaychecks**

Please do read Gene Wolfe, Gary! You'll be glad you did. Really.

I intend to place an order through Amazon sometime in late May or early June, and I'll get at least one Gene Wolfe novel, along with an alternate history novel or two, and some historical novels as well.

Cheers,
Gary

Col_Pladoh

Monday, 30th April, 2007, 04:24 PM

Quote:

*Originally Posted by **Jemal***

*Hmmm.. So, does that mean you've completely given up on any new D&D stuff that wizards puts out, or are you hopeful about the possible 4th edition that everybody (at least around here) has been obsessing over?
Maybe hopeful is going too far.. How about will you give it a chance, or a pass?*

Here are the RPGs I am or will soon GM:

Legendary Adventure

Legendary AsteRogues (coming out late this year, I hope)

OD&D

OAD&D

I will happily play:

The above RPGs

Metamorphosis Alpha

Any nin-rules-heavy RPG that someone else is willing to run for the group.

That answer your question?

Cheerio,
Gary

Quasqueton

Monday, 30th April, 2007, 04:50 PM

Gary,

When you designed the game and wrote the DMG and other materials for a DM (including adventure modules and Dragon magazine articles), were you thinking of the DM as a participant separate from the character players? A DM as someone who always was the DM, and someone to whom you [the designer] spoke to differently?

I'm having a hard time phrasing my questions, so please bear with me as I try to explain.

Did you consider the DM as a regular role for just one person in the gaming group, instead of a role taken up by anyone and everyone in a group at some time or other? Much of your guidance and advice seems to talk to the DM as someone leading/guiding the game group overall and regularly – sort of a teacher or master or president of the group – rather than just another member of the group who might happen to have the reigns (so to speak) just for a game session or adventure this week or month or year.

Is this how you envisioned the role of DM? That only the one person in the game group would/should own and read the DMG? That only that one person would always be the DM for that group?

Was that the expectation for most D&D game groups at the time? That only one person would regularly/ever be the DM, and all the others would only be character players? And only the DM should have any book beyond the Player's Handbook?

Do you think that a game group is better to have a set DM who always runs the game? Or could/should anyone or everyone in the game group take the role occasionally?

Quasqueton

Col_Pladoh

Monday, 30th April, 2007, 05:43 PM

In general I envisaged the DM as a special member of the group, the one most dedicated to providing creative and imaginative material that would serve the other participants in their adventuring. The DM is nothing without the group, the group is nothing without the DM. these disparate elements are necessary to have a whole. The DM can also be a player, probably wants to take such a role a good deal of the time, but many players have no desire to assume the role of the DM, because of the responsibility and effort required.

Does that answer your questions?

Cheers,
Gary

Baduin

Monday, 30th April, 2007, 05:50 PM

If you want to read good new fantasy, I would suggest Wolfe's New Sun cycle and Wizard Knight cycle, and M. John Harrison Viriconium Knights. All those books are very much D&D - monsters, artifacts, humanoids, space voyages, other planes etc.

Both New Sun and Viriconium describe very old Earth. They are essentially without magic - at least of the usual sort. There is a lot of very unusual magic, however. Usual people live on medieval level, but noblemen and adventurers can use plasma pistols, antigrav ships, energy swords, and exoskeletons.

As for monsters - on Urth of the New Sun cycle the typical animals are smilodons, arcotheriums etc. White wolves are rumoured to live in the walls of the invisible palace of the Autarch. Demented star-sailor uses teleporting mirrors to summon deadly and strange beings from far suns in order to kill his enemies. The alzado devours the memories of its victims and speaks with their voices. The whole of Commonwealth is ruled by

secret words and spells, which allow to direct the old forgotten machines and the servants of the Autarch. In the seas live the gigantic demons brought from stars. Their servants can become immortals, but must grow so great that they cannot walk upon the earth and must join their masters in the sea. In the Botanic Gardens of the Autarch all his subjects can for free see the environments from the oldest antiquity - and even meet denizens of that time, since the Gardens spread through time. Some of the soldiers of the Autarch are gen-engineered - eg dog-like faithful pandurs and winged anpiels.

All resources have been exhausted long ago, and now the mines serve to excavate the artifacts of antiquity.

Wizard-Knight describes a world divided into planes - above the middle earth there is the plane of gods, with the turreted castle of Valhalla floating in the sky like a star. Below the Earth there is the plane of the fey, and still deeper the plane of dragons. The lowest is the plane of the Lowest God. There are giants in the north, and (very different from them) giant-women. In the east dwell Osterlings, who used to be men, but now have to eat human meat to regain human form. (Their best depiction would be Persians from the film 300). The foundations of the Tower of Glass are on the plane of elves, but its top reaches the Middle Earth as an island in the sea. It is filled with armoury made by the Dragon-king. The volcano reaches down to the fiery plane of dragons.

Quasqueton

Monday, 30th April, 2007, 06:18 PM

Quote:

In general I envisaged the DM as a special member of the group, the one most dedicated to providing creative and imaginative material that would serve the other participants in their adventuring. The DM is nothing without the group, the group is nothing without the DM. these disparate elements are necessary to have a whole. The DM can also be a player, probably wants to take such a role a good deal of the time, but many players have no desire to assume the role of the DM, because of the responsibility and effort required.

Does that answer your questions?

Yes, it does. Thanks for responding.

I have follow up questions, if you don't mind more.

What age did you think/consider the average D&D Player (character player and DM)? What mentality, maturity, and experience level did you write to? Did you write for 13-year-old kids, 25-year-old adults, or 40-year-old senior citizens*?

Quasqueton

* Note: I am two months from my 40th birthday, so this is written with tongue in cheek.

All times are GMT +1. The time now is 03:59 PM.

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Gary Gygax Q&A: Part XIII

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Col_Pladoh

Monday, 30th April, 2007, 07:03 PM

Quote:

*Originally Posted by **Quasqueton****Yes, it does. Thanks for responding.**I have follow up questions, if you don't mind more.**What age did you think/consider the average D&D Player (character player and DM)? What mentality, maturity, and experience level did you write to? Did you write for 13-year-old kids, 25-year-old adults, or 40-year-old senior citizens*?**Quasqueton*** Note: I am two months from my 40th birthday, so this is written with tongue in cheek.*

Age was not a consideration. Degree of intellect and scope of imagination were. Of course I assumed a considerable depth of knowledge of fantasy subjects and an understanding of history for the DM.

Cheers,
Gary

RFisher

Monday, 30th April, 2007, 08:44 PM

Quote:

*Originally Posted by **Col_Pladoh****You are most likely correct, but what I said applies to the WoG as well as to the game per se.*

Yeah, I meant Greyhawk specifically, but I was just as interested in the answer I got. (^_^)

Quote:

*Originally Posted by **Col_Pladoh****Here are the RPGs I am or will soon GM:**Lejendary Adventure**Lejendary AsteRogues (coming out late this year, I hope)**OD&D**OAD&D**I will happily play:**The above RPGs**Metamorphosis Alpha**Any nin-rules-heavy RPG that someone else is willing to run for the group.*

Did anyone else notice anything conspicuously absent from that list?

Mark CMG

Monday, 30th April, 2007, 09:02 PM

Quote:

*Originally Posted by **RFisher****Did anyone else notice anything conspicuously absent from that list?*

Synnibarr?

Doc_Souark

Monday, 30th April, 2007, 09:13 PM

Hiya Mr. G :)

Was there anything that you wished you had done in DnD that was excluded or toned down ?

How's Ernie doing ? Tell him hi for me.

Col_Pladoh

Tuesday, 1st May, 2007, 12:27 AM

Quote:

*Originally Posted by **RFisher***

Yeah, I meant Greyhawk specifically, but I was just as interested in the answer I got. (^_^)

Did anyone else notice anything conspicuously absent from that list?

Okay, I do enjoy RPGing some other games as well, but no one here runs campaigns of same. Those include *Warriors of Mars*, *Boot Hill*, *Top Secret*, *Gang Busters*. *Paranoia*, and *CoC*.

:D
Gary

Col_Pladoh

Tuesday, 1st May, 2007, 12:31 AM

Quote:

*Originally Posted by **Doc_Souark***

Hiya Mr. G :)

Was there anything that you wished you had done in DnD that was excluded or toned down ?

How's Ernie doing ? Tell him hi for me.

Well, if i were writing the D&D or AD&D game today, the results would be quite different systems; but in answer to your question, no nothing I wanted in the games I authored was expurgated.

Ernie is fine. I just returned from boardgaming with him at his place. Tom Wham and I were the only others there today. Ernie won both games, *St. Petersburg* and *Palazio* [sp?]

Cheerio,
Gary

P.S. Somehow I forgot to mention we also played *Ticket to Ride*, *Europe*, and Ernie won that one too :]

dcas

Tuesday, 1st May, 2007, 12:32 AM

Quote:

*Originally Posted by **Col_Pladoh***

*Okay, I do enjoy RPGing some other games as well, but no one here runs campaigns of same. Those include *Warriors of Mars*, *Boot Hill*, *Top Secret*, *Gang Busters*. *Paranoia*, and *CoC*.*

My guess is that Mr. Fisher is referring to C&C. :uhoh:

ColonelHardisson

Tuesday, 1st May, 2007, 12:41 AM

Quote:

*Originally Posted by **Baduin***

Both New Sun and Viriconium describe very old Earth.

The Book of the New Sun is set in a very far future which bears some resemblance to Jack Vance's "Dying Earth" in that the Sun is getting dim. The strange and prehistoric creatures were evidently brought from the past by time travelers.

haakon1

Tuesday, 1st May, 2007, 09:21 AM

Quote:

*Originally Posted by **Col_Pladoh***

*Okay, I do enjoy RPGing some other games as well, but no one here runs campaigns of same. Those include *Warriors of Mars*, *Boot Hill*, *Top Secret*, *Gang Busters*. *Paranoia*, and *CoC*.*

Do you like *Boot Hill* and *Top Secret* more on the gritty historical side, or the glitzy Hollywood side?

For spies, are you more into something like *James Bond*, or something more cerebral and realistic? If you saw it, what did you think of the new *Casino Royale*? (If you didn't, I think it's an interesting compromise between a *Bond* movie and a "real" spy movie, with the best *Bond* since *Sean Connery*.)

And do you think fantasy medieval the best setting for RPG's, or do we just all play it because everyone plays it? :)

Baduin

Tuesday, 1st May, 2007, 10:57 AM

Quote:

*Originally Posted by **ColonelHardisson***

The Book of the New Sun is set in a very far future which bears some resemblance to Jack Vance's "Dying Earth" in that the Sun is getting dim. The strange and prehistoric creatures were evidently brought from the past by time travelers.

I meant "old Earth" literally - Earth is very old. I did not mean it happened long ago. And prehistoric animals were reconstructed by genetic engineering - it is explained somewhere in the book.

ColonelHardisson

Tuesday, 1st May, 2007, 01:21 PM

Quote:

*Originally Posted by **Baduin***

I meant "old Earth" literally - Earth is very old. I did not mean it happened long ago. And prehistoric animals were reconstructed by genetic engineering - it is explained somewhere in the book.

I thought I remembered reading something about animals from the past being literally brought to the future. Genetic engineering makes sense, and I don't dispute it, but given that time travel does actually figure into the story as a whole, that also seems a possibility.

Col_Pladoh

Tuesday, 1st May, 2007, 05:53 PM

Quote:

*Originally Posted by **dcas***

My guess is that Mr. Fisher is referring to C&C. :uhoh:

:lol:

Ah well, I treat that the same as AD&D :cool:

Cheers,
Gary

Col_Pladoh

Tuesday, 1st May, 2007, 07:09 PM

Quote:

*Originally Posted by **haakon1***

Do you like Boot Hill and Top Secret more on the gritty historical side, or the glitzy Hollywood side?

However a good GM wants to present an operation. For the Wild West I favor something akin to the old cowboy movies mixed with spaghetti Westerns. For espionage I do like the settings of the Orient Express or an ocean liner...

Quote:

For spies, are you more into something like James Bond, or something more cerebral and realistic? If you saw it, what did you think of the new Casino Royale? (If you didn't, I think it's an interesting compromise between a Bond movie and a "real" spy movie, with the best Bond since Sean Connery.)

As it is a game, I expect the agents to be rather of the super-spy sort. I did not see the new *Casino Royale* film, but as I know it was nothing at all like the book, and I am an Ian Fleming fan, I do not intend to see it.

Quote:

And do you think fantasy medieval the best setting for RPG's, or do we just all play it because everyone plays it? :)

Fantasy medieval is the most accessible and imaginative milieu for the RPG. There are many others that are enjoyable, but finding players interested in them is more difficult than for the quasi-medieval, which seems to resonate with more people.

As a gamer, I am ready for nearly any genre that promises the weird or exotic, action and adventure, a good deal of imagination as one mentally explores the milieu, seeks to overcome its challenges, all presented by an able and enthusiastic GM.

Cheers,
Gary

Blair Goatsblood

Tuesday, 1st May, 2007, 07:09 PM

Gary, do you have any antecdotes or commentary regarding the artist Erol Otus and his works?

Col_Pladoh

Tuesday, 1st May, 2007, 07:14 PM

Quote:

*Originally Posted by **Blair Goatsblood***

Gary, do you have any antecdotes or commentary regarding the artist Erol Otus and his works?

Other than that I told him his work was too cartoonish for my taste, no.

My idea of exciting fantasy illustration is more akin to the sort of work Dave Trampier did, as well as the later TSR top artists such as Caldwell, Elmore, etc.

Cheerio,
Gary

Blair Goatsblood

Tuesday, 1st May, 2007, 08:03 PM

Quote:

*Originally Posted by **Col_Pladoh***

*.... top artists such as **Caldwell, Elmore**, etc.*

Ah, so you like having some eye-candy in your fantasy illustration... :)

Col_Pladoh

Tuesday, 1st May, 2007, 09:33 PM

Quote:

*Originally Posted by **Blair Goatsblood***

Ah, so you like having some eye-candy in your fantasy illustration... :)

Such illustrations are in the same vein as Li'l Abner in the newspapers, what graced the covers and interiors of the old pulp magazines I loved so well, Virgil Finlay's wonderful art especially, not to mention the EC comics line and Wallace Wood's illustrations, the Frazetta and Hildebrandt covers. All part of action-adventure fandom I should suppose :D

Cheerio,
Gary

mordelack

Tuesday, 1st May, 2007, 10:02 PM

Quote:

*Originally Posted by **Col_Pladoh***

*As it is a game, I expect the agents to be rather of the super-spy sort. I did not see the new **Casino Royale** film, but as I know it was nothing at all like the book, and I am an Ian Fleming fan, I do not intend to see it.*

*Cheers,
Gary*

Gary,

As you might remember I am a huge Fleming fan, and if it helps change your mind about seeing it, Casino Royale, in my opinion was the closest book adaptation in the series. While not perfect of course, at least it seems like they actually read the book this time before making the movie and didn't just read the title...

It was my favorite Bond movie ever, mainly because he was like the book bond, and wasn't SuperMan-Bond.

K.R.Bourgoine

Col_Pladoh

Tuesday, 1st May, 2007, 10:26 PM

Quote:

*Originally Posted by **mordelack***

Gary,

As you might remember I am a huge Fleming fan, and if it helps change your mind about seeing it, Casino Royale, in my opinion was the closest book adaptation in the series. While not perfect of course, at least it seems like they actually read the book this time before making the movie and

didnt jsut read the title...

It was my favorite Bond movie ever, mainly because he was like the book bond, and wasnt SuperMan-Bond.

K.R.Bourgoine

Oh sure...

As if I would trust your take on the matter :p

:lol:

Gary

John Drake

Tuesday, 1st May, 2007, 11:12 PM

Howdy Gary

Now, not that you would trust my opinion either ;) but he has a very good point. Aside from the story being modernized (as the book was written in '52 iirc) and a few shifts in plot and character (Felix Leiter is black, M is a woman etc...) it is about as close an adaptation as *From Russia, With Love* or *On Her Majesty's Secret Service* was (very underated imho).

But speaking of spies and such, did you ever get to try your hand at the Victory Games RPG James Bond 007 ? Quite good imho, but not as "specific" shall we say, as Top Secret, the original. Sorry if this was already asked btw,thanks Gary!

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Col_Pladoh

Tuesday, 1st May, 2007, 11:32 PM

Quote:

Originally Posted by **John Drake**

Howdy Gary

Now, not that you would trust my opinion either ;) but he has a very good point. Aside from the story being modernized (as the book was written in '52 iirc) and a few shifts in plot and character (Felix Leiter is black, M is a woman etc...) it is about as close an adaptation as *From Russia, With Love* or *On Her Majesty's Secret Service* was (very underated imho).

But speaking of spies and such, did you ever get to try your hand at the *Victory Games RPG James Bond 007* ? Quite good imho, but not as "specific" shall we say, as *Top Secret*, the original. Sorry if this was already asked btw, thanks Gary!

:confused:

Felix Leiter black and M a female...and it is a close adaptation of Fleming's work :p

that's almost as aggregious as having a brown-haired, brown-eyed actor with an austrian accent play Conan :confused:

No, I never did play the *James Bond 007* RPG. No pne O know was Gming it, so... I did my best to get the Blumes to support the *Top Secret* game with GM information material and more modules, works that lasted longer than a couple of sessions, but alas to no avail. I even had plans for European train cars for an Orient Express adventure. They are stuck away in a file somewhere.

Cheerio,

Gary

John Drake

Tuesday, 1st May, 2007, 11:47 PM

Quote:

Originally Posted by **Col_Pladoh**

:confused:

Felix Leiter black and M a female...and it is a close adaptation of Fleming's work :p

that's almost as aggregious as having a brown-haired, brown-eyed actor with an austrian accent play Conan :confused:

Yeah, I know :) I don't get why they just can't cast a Texan either, with a hook. Guess they gotta get the kids to see it ! :lol: (although you think A hook handed Texan would bring 'em in.....just Johnny Depp maybe?)

Daniel Craig's hair will bug you in that instance as well (that's my main gripe). But they still play the parts well and the story *is* top notch, very close to the source material.

The Conan thing I could not agree with you more on though, even though I enjoyed that film too (although I must say it has been years since I viewed it). They didn't make him talk a lot either in the film iirc. Very different than the books there as well. Thanks again Gary!

ColonelHardisson

Wednesday, 2nd May, 2007, 01:52 AM

Quote:

Originally Posted by **Col_Pladoh**

Such illustrations are in the same vein as Li'l Abner in the newspapers, what graced the covers and interiors of the old pulp magazines I loved so well, Virgil Finlay's wonderful art especuallly, not to mention the EC comics line and Wallace Wood's illustrations, the Frazetta and Hildebrant covers. All part of action-adventue fandom I should suppose :D

Cheerio,

Gary

Virgil Finlay...ah, that shows good taste. Any opinion on Kelly Freas? I recall that you were reading the recent collections of Robert Howard's "Conan" stories; how have you liked the illos in those? The similar collections of Howard's "Kull," "Solomon Kane," and "Bran Mak Morn" have also been profusely illustrated. My favorite of these are the Kull book, illustrated by Justin Sweet. Sweet's art, in my opinion, does for Kull what Frazetta did for Conan - it perfectly captures the mood and feel of Kull's milieu, which is distinct from that of Conan.

Quasqueton

Wednesday, 2nd May, 2007, 03:27 AM

Gary,

Did you have an explanation (open or secret) in your campaigns for the existance of so many magic items in the game? Were they being continuously created by NPC mages, or were they ancient artifacts from prodigious eras, or something else?

Did you consider magic items rare and wondrous treasures, or fun and exciting tools for the PCs in the game? How did the Players in your campaigns treat magic items: amazing finds that filled them with awe, or standard articles with useful abilities, or something else?

Geoffrey

Wednesday, 2nd May, 2007, 04:45 AM

Quote:

*Originally Posted by **Baduin***

Both New Sun and Viriconium describe very old Earth. They are essentially without magic - at least of the usual sort. There is a lot of very unusual magic, however. Usual people live on medieval level, but noblemen and adventurers can use plasma pistols, antigrav ships, energy swords, and exoskeletons.

As for monsters - on Urth of the New Sun cycle the typical animals are smilodons, arcotheriums etc. White wolves are rumoured to live in the walls of the invisible palace of the Autarch. Demented star-sailor uses teleporting mirrors to summon deadly and strange beings from far suns in order to kill his enemies. The alzado devours the memories of its victims and speaks with their voices. The whole of Commonwealth is ruled by secret words and spells, which allow to direct the old forgotten machines and the servants of the Autarch. In the seas live the gigantic demons brought from stars. Their servants can become immortals, but must grow so great that they cannot walk upon the earth and must join their masters in the sea. In the Botanic Gardens of the Autarch all his subjects can for free see the environments from the oldest antiquity - and even meet denizens of that time, since the Gardens spread through time. Some of the soldiers of the Autarch are gen-engineered - eg dog-like faithful pandurs and winged anpiels.

All resources have been exhausted long ago, and now the mines serve to excavate the artifacts of antiquity.

Wow. That sounds very good. :cool:

Geoffrey

Wednesday, 2nd May, 2007, 04:48 AM

Quote:

*Originally Posted by **Col_Pladoh***

Here are the RPGs I am or will soon GM:

Lejendary Adventure

Lejendary AsteRogues (coming out late this year, I hope)

OD&D

OAD&D

Two questions, Gary:

1. Do you ever play *Dangerous Journeys* anymore?
2. What is your favorite Bond film? (Mine is *From Russian with Love*)

Mythmere1

Wednesday, 2nd May, 2007, 05:20 AM

My two cents on the New Earth, coming from the perspective of the Vance fan. It ain't Vance. It's got vivid writing and an eerily creepy Sword and Sorcery setting. It's not the modern pap. But it lacks the salt-dryness of Vance's wit. I can see why Vance is a good comparison, but it's worth knowing where the comparison lies. The scenery is similar, the society is nicely alien, and the writing is excellent. But it doesn't have the whirling command of words or the sardonic eye that Vance brings to a tale.

EDIT: not trying to say one is better than the other (though I personally prefer Vance), just trying to clarify why and to what degree it's similar to Vance. Vance wrote two novels relatively recently: *Ports of Call* and *Lurulu*. They're not the top of his form, but they are a good read.

I'd suggest *Araminta Station*, *Throy*, and the other book in that series (forget name). All by Vance. A bit complex in terms of some family relations, but a rollicking picaresque series of novels in the classic Vance style. You can't go wrong.

Gentlegamer

Wednesday, 2nd May, 2007, 06:22 AM

Quote:

*Originally Posted by **Col_Pladoh***

:lol:

Ah well, I treat that the same as AD&D :cool:

The Trolls need to grab this quote to use in their C&C marketing!

MoxieFu

Wednesday, 2nd May, 2007, 06:34 AM

Another artist

Gary I noticed above other artists mentioned but not my favorite. Dean Morrissey created many covers for *Dragon* (and *The Dragon*) magazine. To me his works were some of the most evocative ever and I could imagine more words for a story coming from them than any other artist even though they might be artistically better.

Did you ever met Mr. Morrissey personally and did you care for his work?

Oh and thanks for a game that's given me the most happy moments and misspent hours of my life! :D

haakon1

Wednesday, 2nd May, 2007, 08:31 AM

Quote:

*Originally Posted by **Col_Pladoh***

However a good GM wants to present an operation. For the Wild West I favor something akin to the old cowboy movies mixed with spaghetti Westerns.

Tom Mix meets Clint Eastwood?

Quote:

*Originally Posted by **Col_Pladoh***

For espionage I do like the settings of the Orient Express or an ocean liner...

As it is a game, I expect the agents to be rather of the super-spy sort. I did not see the new Casino Royale film, but as I know it was nothing at all like the book, and I am an Ian Fleming fan, I do not intend to see it.

I haven't read it, so I can't say how true it is or isn't to the book, but it is a great movie. For me, the only Bond movie that compares is "Dr. No", which is more than a little cheesy, but got the whole thing started. (And has my all time favorite Bond exchange: "You're all wet!" "But my martini's dry.")

Quote:

*Originally Posted by **Col_Pladoh***

Fantasy medieval is the most accessible and imaginative milieu for the RPG. There are many others that are enjoyable, but finding players interested in them is more difficult than for the quasi-medieval, which seems to resonate with more people.

Nod, I know it's true, but I'm not sure why. It seems from TV that cops and robbers is currently the most popular action genre. But having tried to run mystery plots in RPG's, I know it just doesn't work about 2/3rds of the time, at least with me as DM.

haakon1

Wednesday, 2nd May, 2007, 08:45 AM

Quote:

*Originally Posted by **Col_Pladoh***

No, I never did play the James Bond 007 RPG. No one I know was GMing it, so... I did my best to get the Blumes to support the Top Secret game with GM information material and more modules, works that lasted longer than a couple of sessions, but alas to no avail. I even had plans for European train cars for an Orient Express adventure. They are stuck away in a file somewhere.

Top Secret was great fun, and in GMing, I never had to look far for material -- just pick up a copy of the New York Times. In the late 1980s, I had Colombian drug cartels, a Panamanian general, and Hezbollah connected to Afghan poppy growers as villains. These days . . . hmmm, OK, I would drop Panama. :lol:

Deuce Traveler

Wednesday, 2nd May, 2007, 04:46 PM

Gary, two quick questions. I plan to go to the Lake Geneva convention next month, so:

1.) I'm flying in just for the convention, so where is the best hotel within walking distance (if even possible).

2.) I'm going to try to get in on your Front Porch Legends if possible, but will you be running either C & C or OD & D? I plan to generate some characters before I go. :)

Col_Pladoh

Wednesday, 2nd May, 2007, 04:58 PM

Okay John Drake,

I'll rent it on DVD when it is available, watch it on our big screen HD telly :D

Cheers,
Gary

Mark CMG

Wednesday, 2nd May, 2007, 05:02 PM

What is the prize of your gaming collection?

Col_Pladoh

Wednesday, 2nd May, 2007, 05:06 PM

Quote:

*Originally Posted by **ColonelHardisson***

Virgil Finlay...ah, that shows good taste. Any opinion on Kelly Freas? I recall that you were reading the recent collections of Robert Howard's "Conan" stories; how have you liked the illos in those? The similar collections of Howard's "Kull," "Solomon Kane," and "Bran Mak Morn" have also been profusely illustrated. My favorite of these are the Kull book, illustrated by Justin Sweet. Sweet's art, in my opinion, does for Kull what Frazetta did for Conan - it perfectly captures the mood and feel of Kull's milieu, which is distinct from that of Conan.

Kelly Freas is good, but his work never captured me as Finlay's did. The illos in the three new Conan books are pretty good, but not great IMO. I'll have to have a gander at the Kull art.

BTW, my friend Tom Keogh's father was an illustrator for Disney at one time, also a great SF and murder mystery fan. Tom and I used to swap SF and fantasy books, and he called my attention to the outstanding quality of Chesley Bonstel's cover art. Tom was quite good with an airbrush, and won a prize from the Audubon Society for one of his bird illustrations.

Cheers,
Gary

Col_Pladoh

Wednesday, 2nd May, 2007, 05:11 PM

Quote:

*Originally Posted by **Quasqueton***

Gary,

Did you have an explanation (open or secret) in your campaigns for the existence of so many magic items in the game? Were they being continuously created by NPC mages, or were they ancient artifacts from prodigious eras, or something else?

Did you consider magic items rare and wondrous treasures, or fun and exciting tools for the PCs in the game? How did the Players in your campaigns treat magic items: amazing finds that filled them with awe, or standard articles with useful abilities, or something else?

Quasqueton

Never a concern of mine. In a magic active world having many enchanted items around is no more remarkable than having many jewels and objects d'art in a wealthy society. Most of the better items in my campaign were assumed to be forged by reclusive or retired mages; the most potent of them being of the relic and artifact sort or placed on the planet by a deity.

Cheers,
Gary

Col_Pladoh

Wednesday, 2nd May, 2007, 05:16 PM

Quote:

*Originally Posted by **Geoffrey***

Two questions, Gary:

- 1. Do you ever play Dangerous Journeys anymore?*
 - 2. What is your favorite Bond film? (Mine is From Russian with Love)*
-

1. No, when the stand-in for Louhi sued, and we settled by selling the DJ system to TSR, I knew it was time to move on, so I began working of the LA RPG. No sense in playing that game IMO, when the new one is also skill-based and more intuitively done.

2. From *Russia with Love* is indeed an excellent Bond film. I also rank *Dr. No* highly, and *Goldfinger* right after it.

Cheerio,
Gary

Col_Pladoh

Wednesday, 2nd May, 2007, 05:21 PM

Quote:

*Originally Posted by **Mythmere1***

My two cents on the New Earth, coming from the perspective of the Vance fan. It ain't Vance. It's got vivid writing and an eerily creepy Sword and Sorcery setting. It's not the modern pap. But it lacks the salt-dryness of Vance's wit. I can see why Vance is a good comparison, but it's worth knowing where the comparison lies. The scenery is similar, the society is nicely alien, and the writing is excellent. But it doesn't have the whirling command of words or the sardonic eye that Vance brings to a tale.

EDIT: not trying to say one is better than the other (though I personally prefer Vance), just trying to clarify why and to what degree it's similar to Vance. Vance wrote two novels relatively recently: Ports of Call and Lurulu. They're not the top of his form, but they are a good read.

I'd suggest Araminta Station, Throy, and the other book in that series (forget name). All by Vance. A bit complex in terms of some family relations, but a rollicking picaresque series of novels in the classic Vance style. You can't go wrong.

Ports of Call was quite good IMO, but I was rather disappointed with *Lurulu*, as it was not of the same caliber. Somehow I missed *Throy*, so I will get it ASAP.

Thanks for your critique.

Cheers,
Gary

Col_Pladoh

Wednesday, 2nd May, 2007, 05:28 PM

Quote:

*Originally Posted by **MoxieFu***

Gary I noticed above other artists mentioned but not my favorite. Dean Morrissey created many covers for Dragon (and The Dragon) magazine. To me his works were some of the most evocative ever and I could imagine more words for a story coming from them than any other artist even though they might be artistically better.

Did you ever met Mr. Morrissey personally and did you care for his work?

Oh and thanks for a game that's given me the most happy moments and misspent hours of my life! :D

Actually, I was not really think so much of magazine cover art as what went into game products. As Morrissey was not on staff at TSR, I can not say for sure that I met him, although I think I did so at some con or another...so many events and people thereat it is most difficult to recall after more than 30 years of same.

I do like his material certainly.

Anyone here recall the artist's name that did the mage in a green robe and turban, writing at a desk with a skull having three eyesockets in the background?

The same for the illustration of the pond with all the hidden faces in rocks and trees around it?

Cheerio,
Gary

Col_Pladoh

Wednesday, 2nd May, 2007, 05:43 PM

[Haakon1,

Would you believe Wild Bill Cody or Red Ryder meets Clint Eastwood? As I grew up watching Westerns in the 1940s I had many a favorite cowboy back then...including The Black Whip who I felt was much better than Lash LaRue.

IIRC, they have Bond drinking vodka martinis, shaken not stirred. Of course, only gin is bruised from stirring, plus as gin is in the only true martini, that of course Bond must have drunk as he did not want his cocktail stirred.

Mystery plots for an RPG are not likely to ever work well. The genre does not mesh well with the game form.

As for *Top Secret*, the game went into the dumpster because of lack of support such as I mentioned.

Cheerio,
Gary

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Mark CMG

Wednesday, 2nd May, 2007, 05:48 PM

Quote:

*Originally Posted by Col_Pladoh**Anyone here recall the artist's name that did the mage in a green robe and turban, writing at a desk with a skull having three eyesockets in the background?*

This one? - http://paizo.com/image/product/magaz.../cover_500.jpg

Quote:

*Originally Posted by Col_Pladoh**The same for the illustratuon of the pond with all the hidden faces in rocks and trees around it?*

Not sure about this one.

Col_Pladoh

Wednesday, 2nd May, 2007, 06:00 PM

Quote:

*Originally Posted by Deuce Traveler**Gary, two quick questions. I plan to go to the Lake Geneva convention next month, so:**1.) I'm flying in just for the convention, so where is the best hotel within walking distance (if even possible).**2.) I'm going to try to get in on your Front Porch Legends if possible, but will you be running either C & C or OD & D? I plan to generate some characters before I go. :)*

Here is the URL for the Orbitz listing of the Best Western next door to the con site, but I believe it is sokd out:

<http://www.orbitz.com/App/shared/pag...e=interstitial>

The Ambassador on Wells street, about four blocks from the Cove, is likely the best deal:

http://travel.yahoo.com/p-hotel-3955...kkCHUs._kJ8b8F

Any of the many motels on Wells Street are not too distant from the con site, maybe eight country blocks at most:

<http://www.allstays.com/us-wisconsin...eva-hotels.htm>

I do not know for sure what I will GM, but likely LA and possibly an OD&D adventure.

Cheerio,
Gary

Col_Pladoh

Wednesday, 2nd May, 2007, 06:03 PM

Quote:

*Originally Posted by Mark CMG**This one? - http://paizo.com/image/product/magaz.../cover_500.jpg**Not sure about this one.*

Heh,

Yuppers! I have it framed, but my wife has moved it somewhere that I am unable to locate. The same is true for the painting with all the faces...which son Alex glommed as his.

Cheerio,
Gary

MoxieFu

Wednesday, 2nd May, 2007, 07:44 PM

Gary the artist of "Fourteen Faces" was John Barnes. That painting was used for April in the 1980 "Days of The Dragon" calendar. He had another one at the very back for January 1981 as well.

Unfortunately I don't have a scan or link for it.

Mythmere1

Wednesday, 2nd May, 2007, 07:46 PM

Quote:

Originally Posted by **Col_Pladoh**

Ports of Call was quite good IMO, but I was rather disappointed with Lurulu, as it was not of the same caliber. Somehow I missed Throy, so I will get it ASAP.

Thanks for your critique.

*Cheers,
Gary*

I remembered the name of the third book in that series: it's "Ecce and Old Earth." That and Throy are sequels to Araminta Station, with Araminta Station being the best of the three.

Col_Pladoh

Wednesday, 2nd May, 2007, 08:21 PM

Quote:

Originally Posted by **MoxieFu**

Gary the artist of "Fourteen Faces" was John Barnes. That painting was used for April in the 1980 "Days of The Dragon" calendar. He had another one at the very back for January 1981 as well.

Unfortunately I don't have a scan or link for it.

Ah yes!

Now I wonder what happened to my copy of the calender. That is a most interesting piece of art, fun to look at and see if more can be discovered in the scene.

Cheerio,
Gary

Col_Pladoh

Wednesday, 2nd May, 2007, 08:23 PM

Quote:

Originally Posted by **Mythmere1**

I remembered the name of the third book in that series: it's "Ecce and Old Earth." That and Throy are sequels to Araminta Station, with Araminta Station being the best of the three.

Now I have *Ecce and Old Earth*, but how I missed *Throy* is a poser to me :confused:

Cheers,
Gary

MoxieFu

Wednesday, 2nd May, 2007, 08:29 PM

I never did find the fourteenth face. :heh:

Oh, and I loved the little text blurbs writing on the individual days. Lots of little nuggets of humor hidden in there. Oh and the UFO sightings too. Lots of UFO sightings... :uhoh:

Col_Pladoh

Wednesday, 2nd May, 2007, 08:32 PM

Quote:

Originally Posted by **MoxieFu**

I never did find the fourteenth face. :heh:

Oh, and I loved the little text blurbs writing on the individual days. Lots of little nuggets of humor hidden in there. Oh and the UFO sightings too. Lots of UFO sightings... :uhoh:

while I did find all 14 faces, what with having the original art here to examine, I had completly forgotten about the notes for individual days that were on the calender. Now i am doubly sad I have somehow lost it...or it is packed away in a storage box in the attic, left for posterity :)

Cheers,
Gary

John Drake

Wednesday, 2nd May, 2007, 10:10 PM

Quote:

*Originally Posted by **haakon1***

And has my all time favorite Bond exchange: "You're all wet!" "But my martini's dry."

Actually, I believe that was from "Never Say Never Again", between Fatima Blush (Barbara Carrera) and Bond when she slides in to a bar in the Bahamas from water-skiing. :)

But while I'm here, I'll ask a question. Gary, just curious, and I know this is well after the fact, but in your opinion, did AD&D really *need* a new edition? Personally, I liked it just as it was (with UA too, but good ol' 1E rocked), but I understand that things change and "new" editions sell well and so forth. I do apologize if this has been asked of you before, but I either hadn't read it or just plum forgot about what you may have said on the matter. Thank you, yet again!

Baduin

Wednesday, 2nd May, 2007, 11:05 PM

The Araminta Station series by Jack Vance is as follows:

1. Araminta Station
2. Ecce and Old Earth
3. Throy

The main site about Vance, with bibliography, excerpts, concordance of words etc:

<http://www.integralarchive.org/index.htm>

As for style - Wolfe lacks Vance's dry wit (or, rather, not so dry), but his style is perfect. Vance is an observer, Wolfe is a philosopher - what one likes more is a matter of preference. Wolfe loves paradoxes - His stories are like puzzles. Sometimes you must read them a few times to understand the riddle.

Col_Pladoh

Wednesday, 2nd May, 2007, 11:18 PM

Quote:

*Originally Posted by **John Drake***

...

But while I'm here, I'll ask a question. Gary, just curious, and I know this is well after the fact, but in your opinion, did AD&D really need a new edition? Personally, I liked it just as it was (with UA too, but good ol' 1E rocked), but I understand that things change and "new" editions sell well and so forth. I do apologize if this has been asked of you before, but I either hadn't read it or just plum forgot about what you may have said on the matter. Thank you, yet again!

Actually, yes, as I wanted to remove some things from the AD&D rules--weapon speed factors, weapon vs. armor, and psionics for sure. then I would have added some new classes, new spells for the new spell-using classes and the existing ones as well, and cranked in a much improved skills section rather akin to what I did for the C&C game. I also wanted to revise the MM (and all like books) into two volumes, roughly A-L, and M-Z.

Cheers,
Gary

Grazzt

Wednesday, 2nd May, 2007, 11:21 PM

Quote:

*Originally Posted by **Col_Pladoh***

I also wanted to revise the MM (and all like books) into two volumes, roughly A-L, and M-Z.

*Cheers,
Gary*

But would monsters have ability scores (Str, Dex, Con, etc) like characters? :)

Col_Pladoh

Wednesday, 2nd May, 2007, 11:26 PM

Quote:

*Originally Posted by **Baduin***

The Araminta Station series by Jack Vance is as follows:

1. Araminta Station
2. Ecce and Old Earth
3. Throy

The main site about Vance, with bibliography, excerpts, concordance of words etc:

<http://www.integralarchive.org/index.htm>

As for style - Wolfe lacks Vance's dry wit (or, rather, not so dry), but his style is perfect. Vance is an observer, Wolfe is a philosopher - what one likes more is a matter of preference. Wolfe loves paradoxes - His stories are like puzzles. Sometimes you must read them a few times to understand the riddle.

Thanks.

I am partial to *Trullion: Alastor 2262* as IIRR it mentions Lord Gygax. I told Jack I would have preferred to be a vicious Starmeter :lol:

Cheerio,
Gary

Col_Pladoh

Wednesday, 2nd May, 2007, 11:28 PM

Quote:

*Originally Posted by **Grazzt***

But would monsters have ability scores (Str, Dex, Con, etc) like characters? :)

Only humanoid ones of exceptional sort and very exceptional other sorts. Who wants to spend forever figuring out what monsters' stats are and then have to employ them in the game?

:eek:
Gary

Mycanid

Wednesday, 2nd May, 2007, 11:39 PM

Quote:

*Originally Posted by **Col_Pladoh***

Only humanoid ones of exceptional sort and very exceptional other sorts. Who wants to spend forever figuring out what monsters' stats are and then have to employ them in the game?

:eek:
Gary

Yeesh ... boy, do I agree with your sentiments on THIS one. :)

Col_Pladoh

Wednesday, 2nd May, 2007, 11:43 PM

Quote:

*Originally Posted by **Mycanid***

Yeesh ... boy, do I agree with your sentiments on THIS one. :)

:lol: :uhoh: :lol:

In my opinion the best way for a DM to manage monsters is to know what their type is, generally what an average one of that sort can do, and then...WING IT!

Cheerio.
Gary

PapersAndPaychecks

Wednesday, 2nd May, 2007, 11:50 PM

Quote:

*Originally Posted by **Col_Pladoh***

Only humanoid ones of exceptional sort and very exceptional other sorts. Who wants to spend forever figuring out what monsters' stats are and then have to employ them in the game?

:eek:
Gary

... and I have a new signature. :)

i | sBah -- or would if I could access the menu. :(

Mycanid

Wednesday, 2nd May, 2007, 11:50 PM

BTW Gary ... just wanted to tell you that I have begun to get interested in C&C recently, and am looking forward to reading your modules for it on Greyhawk very much!

May I ask how that project is progressing? :)

ColonelHardisson

Thursday, 3rd May, 2007, 01:02 AM

Quote:

*Originally Posted by **Col_Pladoh***

the outstanding quality of Chesley Bonstel's cover art

Chesley Bonestell is one of the true greats of space art. I've loved his stuff since I was a kid. I discovered that another of my heroes, Carl Sagan, was also a Bonestell fan and collector, which made me an even bigger fan of Sagan, oddly enough.

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Gary Gygax Q&A: Part XIII

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Col_Pladoh

Thursday, 3rd May, 2007, 04:59 PM

Quote:

*Originally Posted by **Mycanid****BTW Gary ... just wanted to tell you that I have begun to get interested in C&C recently, and am looking forward to reading your modules for it on Greyhawk very much!**May I ask how that project is progressing? :)*

Howdy,

Nearly all of the 24 town district and suburban area detail modules are turned in now, and I believe that the Trolls are editing several. The likely plan is to offer them on pdf initially, then print them--each being of 64-page length.

The castle & dungeons series of boxes modules is underway as well. An introductory module or two might be offered separately, unboxed, at GenCon, as the entire initial set will not be ready before around October I believe.

Cheerio,
Gary

Col_Pladoh

Thursday, 3rd May, 2007, 05:01 PM

Quote:

*Originally Posted by **ColonelHardisson****Chesley Bonestell is one of the true greats of space art. I've loved his stuff since I was a kid. I discovered that another of my heroes, Carl Sagan, was also a Bonestell fan and collector, which made me an even bigger fan of Sagan, oddly enough.*

Yes, and I loved the *Magazine of Fantasy & Science Fiction* all the more because of the Bonstell covers. Also, I have heard that Carl Sagan's son played AD&D :D

Cheerio,
Gary

thedungeondelver

Thursday, 3rd May, 2007, 05:28 PM

Quote:

*Originally Posted by **Col_Pladoh****Also, I have heard that Carl Sagan's son played AD&D :D*

Cheerio,
Gary

Well that seems to follow seeing as Carl Sagan traded in so much fantasy. ;)

Col_Pladoh

Thursday, 3rd May, 2007, 05:43 PM

Quote:

*Originally Posted by **thedungeondelver****Well that seems to follow seeing as Carl Sagan traded in so much fantasy. ;)*

:confused:

Now that sounds as if it were an acedemic swipe :lol:

Cheerio,
Gary

Quote:

Originally Posted by **Col_Pladoh**

:confused:

Now that sounds as if it were an acedemic swipe :lol:

Cheerio,
Gary

Oh Gary, c'mon! Would I take an academic swipe at the guy who used enough whole cloth to sail Drake's fleet when he confabulated the entirely-steeped-in-bad-SciFi "nuclear winter" scenario?

Moi?

:D :D :D

(EDIT: but to be fair, at least Sagan had the grace to admit he'd made the whole thing up from junk science, albeit later in life.)

Col_Pladoh

Thursday, 3rd May, 2007, 05:57 PM

Quote:

Originally Posted by **thedungeondelver**

Oh Gary, c'mon! Would I take an academic swipe at the guy who used enough whole cloth to sail Drake's fleet when he confabulated the entirely-steeped-in-bad-SciFi "nuclear winter" scenario?

Moi?

:D :D :D

(EDIT: but to be fair, at least Sagan had the grace to admit he'd made the whole thing up from junk science, albeit later in life.)

:lol: :eek: :lol:

He was hoist by his own petard...as will be those espousing the mantra of man-made global warming, right soon too I do believe. Carbon dioxide most assuredly does not cause global warming, although global warming does produce more CO2.

Cheerio,
Gary

thedungeondelver

Thursday, 3rd May, 2007, 06:05 PM

Quote:

Originally Posted by **Col_Pladoh**

:lol: :eek: :lol:

He was hoist by his own petard...as will be those espousing the mantra of man-made global warming, right soon too I do believe. Carbon dioxide most assuredly does not cause global warming, although global warming does produce more CO2.

Cheerio,
Gary

I wouldn't expect there to be too much recanting on that front any time soon, not while there's *meeyuns* and *beeyuns* of dollars to be made on cranking out scare propaganda films about the whole affair... :confused:

:D

lkj

Thursday, 3rd May, 2007, 06:08 PM

Quote:

Originally Posted by **Col_Pladoh**

:lol: :eek: :lol:

He was hoist by his own petard...as will be those espousing the mantra of man-made global warming, right soon too I do believe. Carbon dioxide most assuredly does not cause global warming, although global warming does produce more CO2.

Cheerio,
Gary

I suspect you are mistaken. But I'd be very happy if you were right :)

AD

PS: Not trying to start an argument. Just a thought.

Col_Pladoh

Thursday, 3rd May, 2007, 07:55 PM

Quote:

*Originally Posted by **thedungeondelver***

I wouldn't expect there to be too much recanting on that front any time soon, not while there's meeyuns and beeyuns of dollars to be made on cranking out scare propaganda films about the whole affair... :confused:

:D

Yuppers!

Who cares about factual stuff when there's money to be made by exaggeration, lies, and coercion :uhoh:

Cheerio,
Gary

Col_Pladoh

Thursday, 3rd May, 2007, 08:00 PM

Quote:

*Originally Posted by **lkj***

I suspect you are mistaken. But I'd be very happy if you were right :)

AD

PS: Not trying to start an argument. Just a thought.

Heh...

No question that there is global warming, but it has no connection to the carbon dioxide being released by humans.

Like the joke Kyoto Treaty that left our China, India, and Brazil, and not the European Union is virtually abrogating, the hokum about man-made global warming is all political, pretty close to religious dogma now, with dissenters stigmatized and forced to recant.

Oops! No political discussions on this board :heh:

Cheerio,
Gary

lkj

Thursday, 3rd May, 2007, 08:44 PM

Quote:

*Originally Posted by **Col_Pladoh***

Heh...

No question that there is global warming, but it has no connection to the carbon dioxide being released by humans.

Like the joke Kyoto Treaty that left our China, India, and Brazil, and not the European Union is virtually abrogating, the hokum about man-made global warming is all political, pretty close to religious dogma now, with dissenters stigmatized and forced to recant.

Oops! No political discussions on this board :heh:

*Cheerio,
Gary*

Well, I don't agree with you-- though my view is perhaps more nuanced than some others. But regardless, I've disagreed with plenty of people that I respect in the past, so I'll leave it at that. As you hint, too much in the political realm for a discussion here (though a shame since I don't really think it belongs as a political issue).

Didn't meant to derail a gaming thread. So game on! Glad that you are so active on the boards these days after the long hiatus. I always enjoy hearing your thoughts.

Take care,

AD

Col_Pladoh

Thursday, 3rd May, 2007, 08:56 PM

Quote:

*Originally Posted by **lkj***

Well, I don't agree with you-- though my view is perhaps more nuanced than some others. But regardless, I've disagreed with plenty of people that I respect in the past, so I'll leave it at that. As you hint, too much in the political realm for a discussion here (though a shame since I don't really think it belongs as a political issue).

Didn't meant to derail a gaming thread. So game on! Glad that you are so active on the boards these days after the long hiatus. I always enjoy hearing your thoughts.

*Take care,
AD*

Right-O!

Do mark my words about carbon dioxide not causing global warming though, for that is the crux of the whole flap.

Cheerio,
Gary

lkj

Thursday, 3rd May, 2007, 09:01 PM

Quote:

*Originally Posted by **Col_Pladoh***

Right-O!

Do mark my words about carbon dioxide not causing global warming though, for that is the crux of the whole flap.

*Cheerio,
Gary*

Duly noted, Gary. Duly noted. I hope we can have a discussion about it over a drink some time, after the 'flap' has passed. Whoever is right buys! :D

AD

Col_Pladoh

Thursday, 3rd May, 2007, 09:14 PM

Quote:

*Originally Posted by **lkj***

Duly noted, Gary. Duly noted. I hope we can have a discussion about it over a drink some time, after the 'flap' has passed. Whoever is right buys! :D

AD

Done!

Likely I have the edge in that doing that will mean we meet at one of the few cons I attend, or here in Lake Geneva, though :lol:

Cheerio,
Gary

lkj

Thursday, 3rd May, 2007, 09:22 PM

Quote:

*Originally Posted by **Col_Pladoh***

Done!

Likely I have the edge in that doing that will mean we meet at one of the few cons I attend, or here in Lake Geneva, though :lol:

*Cheerio,
Gary*

Well, I would very much like to meet you some day. I'll take whatever excuse. At the moment I'm mired down in Cali with few opportunities to hit Cons. But I suspect my job situation may move me closer to that part of the country in the next year or so. If it's even close, I'll do my best to make it over your way.

Cheers,
AD

Col_Pladoh

Thursday, 3rd May, 2007, 09:27 PM

Quote:

*Originally Posted by **lkj***

Well, I would very much like to meet you some day. I'll take whatever excuse. At the moment I'm mired down in Cali with few opportunities to hit Cons. But I suspect my job situation may move me closer to that part of the country in the next year or so. If it's even close, I'll do my best to make it over your way.

*Cheers,
AD*

Okay!

If you are close you can join our Thursday evening RPG group here at my place, and/or the boardgaming afternoons at son Ernie's.

Otherwise there are the two Lake Geneva Gaming cons here each year, and a visitor is always welcome :)

BTW son Luke is living near Monterey Bay, and if you are near there, let me know, and I'll send you his email addy. His wife just had a baby, but soon he will be looking for a gaming group, or for players in his own.

Cheerio
Gary

Joseph Elric Smith

Thursday, 3rd May, 2007, 11:57 PM

Grew up reading that, thanks to my mom being a sci fi fan, loved the art work and the stories
ken

Quote:

*Originally Posted by **Col_Pladoh***

Yes, and I loved the Magazine of Fantasy & Science Fiction all the more because of the Bonstell covers.

*Cheerio,
Gary*

ColonelHardisson

Friday, 4th May, 2007, 01:47 AM

Quote:

*Originally Posted by **thedungeondelver***

Oh Gary, c'mon! Would I take an academic swipe at the guy who used enough whole cloth to sail Drake's fleet when he confabulated the entirely-steeped-in-bad-SciFi "nuclear winter" scenario?

Moi?

:D :D :D

(EDIT: but to be fair, at least Sagan had the grace to admit he'd made the whole thing up from junk science, albeit later in life.)

Y'know, this type of sniping is inappropriate for this forum - it skirts along the edge of a political debate. Circus Maximus, for example, would be much more conducive to a discussion which wouldn't involve warnings or bannings.

JohnRTroy

Friday, 4th May, 2007, 12:57 PM

So Gary,

This is a set of questions I'd ask you personally, but it's so good it should be public and shared. :)

You've been around several decades, and you've also been a big fan of science-fiction, and fiction in general.

What predictions of the golden/silver ages of science-fiction that didn't come true yet are you most disappointed about. (This could be stuff like moon colonies, flying cars, broadcast power, robots, etc)

Flipping that coin around, what technological innovations that such fiction didn't predict are you the most surprised and pleased about. (Perhaps such things as the Internet and Microprocessor, interactive fiction (computer games), biotechnology and nanotech, for instance)

Finally, since you've lived a long life, what elements of the popular culture that have more or less "died out" or "changed significantly" do you miss the most or get the most nostalgic about. (For example, radio and theater has changed since the 40s and 50s, the comic strip is becoming

an endangered species and has changed significantly since it's heyday, there are no real vaudeville or variety shows anymore). I was thinking about that the other day--I'm approaching my 40s and I'm starting to feel some of those twinges since the world is forever changing and some things die out. It's especially close now as we see D&D changing and Dragon magazine ending, so I was curious about things you might miss.

Col_Pladoh

Friday, 4th May, 2007, 04:47 PM

Quote:

*Originally Posted by **Joseph Elric Smith***

*Grew up reading that, thanks to my mom being a sci fi fan, loved the art work and the stories
ken*

Spot on!

I began reading F&SF when it was a quarterly, and I have most issues from the 50s' and 60's in my basement library.

Cheerio,
Gary

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Gary Gygax Q&A: Part XIII

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Col_Pladoh

Friday, 4th May, 2007, 04:49 PM

Quote:

*Originally Posted by ColonelHardisson**Y'know, this type of sniping is inappropriate for this forum - it skirts along the edge of a political debate. Circus Maximus, for example, would be much more conducive to a discussion which wouldn't involve warnings or bannings.*

How about a discussion of 300?

:lol:

Gary

Col_Pladoh

Friday, 4th May, 2007, 05:02 PM

Quote:

*Originally Posted by JohnRTroy**So Gary,**This is a set of questions I'd ask you personally, but it's so good it should be public and shared. :)**You've been around several decades, and you've also been a big fan of science-fiction, and fiction in general.**What predictions of the golden/silver ages of science-fiction that didn't come true yet are you most disappointed about. (This could be stuff like moon colonies, flying cars, broadcast power, robots, etc)*

Ho JRT!

When I read SF from back in the 40s through the 50s and early 60s it was for entertainment, not as an augury of the future. Frankly, I did not expect most of what I read about to occur within my lifetime, nor likely in the lifetime of my children or grandchildren. Not a little of what I read I believed would never happen.

Quote:

Flipping that coin around, what technological innovations that such fiction didn't predict are you the most surprised and pleased about. (Perhaps such things as the Internet and Microprocessor, interactive fiction (computer games), biotechnology and nanotech, for instance)

Computers (including microprocessors), the internet, and medicine are indeed what spring to mind instantly. Still no 3D TV, but electronic games are approaching that. Labor-saving household devices have come a long way as well.

Quote:

Finally, since you've lived a long life, what elements of the popular culture that have more or less "died out" or "changed significantly" do you miss the most or get the most nostalgic about. (For example, radio and theater has changed since the 40s and 50s, the comic strip is becoming an endangered species and has changed significantly since its heyday, there are no real vaudeville or variety shows anymore). I was thinking about that the other day--I'm approaching my 40s and I'm starting to feel some of those twinges since the world is forever changing and some things die out. It's especially close now as we see D&D changing and Dragon magazine ending, so I was curious about things you might miss.

Would you believe independent thought and speech? This is where I had better refrain from further comment, because I think that our society is heading in a very wrong direction. I can say that I miss most the culture and mindset of the 1940s and 50s.

Cheers,
Gary

King_Barrowclaw

Friday, 4th May, 2007, 08:39 PM

Hello Mr. Gygax!

I agree with you. "The times, they are a-changin'."

I have just purchased your boxed set of Legendary Adventures Essentials and am looking forward to cracking it open. I am currently running a campaign of C&C with my group and they are enjoying the freedom of play that a GM can bring when he's not locked in by too many rulesets.

I'm curious if you are going to be designing any more games or will you just be expanding things for C&C and Legendary Adventures? I'm dying to see the Castle Keeper's guide come out.

I know you get this alot but I have to say, thanks for your excellent work in this hobby. I've been gaming with your rules since Chainmail, boxed set days and despite having my books burned on four separate occasions by well-meaning people and being threatened with an exorcism I've hung in there and am still enjoying this hobby.

A pleasure to post to you sir.

Col_Pladoh

Friday, 4th May, 2007, 09:00 PM

Quote:

Originally Posted by **King_Barrowclaw**

Hello Mr. Gygax!

I agree with you. "The times, they are a-changin'."

I have just purchased your boxed set of Lejendary Adventures Essentials and am looking forward to cracking it open. I am currently running a campaign of C&C with my group and they are enjoying the freedom of play that a GM can bring when he's not locked in by too many rulesets.

I'm curious if you are going to be designing any more games or will you just be expanding things for C&C and Lejendary Adventures? I'm dying to see the Castle Keeper's guide come out.

I know you get this alot but I have to say, thanks for your excellent work in this hobby. I've been gaming with your rules since Chainmail, boxed set days and despite having my books burned on four separate occasions by well-meaning people and being threatened with an exorcism I've hung in there and am still enjoying this hobby.

A pleasure to post to you sir.

Greetings Your Majesty :D

..And welcome to these exalted boards!

Many thnaks for your kind words, and I am happy that you have enjoyed my games over the years. That is just why I halped to make the initial opportunity to publish the first of them, hoping that other gamers would find the result pleasing. I surely have a lot of fun creating and writing.

I am semi-retired, so about the most I am up for these days is adding to the LA game, seeing the C&C game campaign setting of Yggsburgh developed and expanded, and doing a bit of co-authorship. Of course, I have a fair backlog of unpublished work that will be seeing print this year and in the years thereafter, so I am not going into the relative oblivion of a fully retired author.

As for the foolishness evidenced about the D&D game, often by well-meaning people, I suppose that it demosntrates we are not so far removed from the Salem Witchhunt despite the centuries that have passed and the supposed gain of enlightenment. Exorcism indeed :mad:

:lol:
Gary

King_Barrowclaw

Friday, 4th May, 2007, 09:55 PM

Hahaaa! "Your Majesty". I like that, do you know I do?

Thanks for your words of welcome. I'm not much for messageboards usually but I was searching for comments on the sudden turn of events for Dragon magazine and happened here. So, a sad serendipity. ;)

Concerning my lost books. You are right. The more we change the more we stay the same, eh? Do you know that I was actually blamed for the deaths of several parishioners at the local church? It was felt that since I was playing this "evil game" that God was punishing them by not answering prayers for healing. My head hurts just thinking about it. Oh well. I was just sad to lose all my original gaming stuff. :mad:

Well, thanks again. I will feel free to pick your brains from time to time and just read the posts to get some great ideas.

Take care, sir. :D

Col_Pladoh

Friday, 4th May, 2007, 11:21 PM

Quote:

Originally Posted by **King_Barrowclaw**

Hahaaa! "Your Majesty". I like that, do you know I do?

Thanks for your words of welcome. I'm not much for messageboards usually but I was searching for comments on the sudden turn of events for Dragon magazine and happened here. So, a sad serendipity. ;)

Concerning my lost books. You are right. The more we change the more we stay the same, eh? Do you know that I was actually blamed for the deaths of several parishioners at the local church? It was felt that since I was playing this "evil game" that God was punishing them by not answering prayers for healing. My head hurts just thinking about it. Oh well. I was just sad to lose all my original gaming stuff. :mad:

Well, thanks again. I will feel free to pick your brains from time to time and just read the posts to get some great ideas.

Take care, sir. :D

Whoa!

That sort of thinking about God punishing people here is medieval...and quite unscriptural :eek:

Come on back anytime.

Cheerio,
Gary

Imruphel

Saturday, 5th May, 2007, 03:40 AM

Quote:

*Originally Posted by **Col_Pladoh***

(snip) the hokum about man-made global warming is all political, pretty close to religious dogma now, with dissenters stigmatized and forced to recant. (snip)

Hi Gary,

That's because environmentalism is the new opiate of the masses! With apologies to Karl Marx, of course....

Deuce Traveler

Saturday, 5th May, 2007, 09:50 AM

Gary, I am happy to say that I purchased my plane tickets for the convention today and can't wait to spend some gaming time with you and the rest in June! :)

Col_Pladoh

Saturday, 5th May, 2007, 03:23 PM

Quote:

*Originally Posted by **Imruphel***

Hi Gary,

That's because environmentalism is the new opiate of the masses! With apologies to Karl Marx, of course....

:uhoh:

I should not have been discussing politics.

Let us not go further here ;)

Cheerio,
Gary

Col_Pladoh

Saturday, 5th May, 2007, 03:29 PM

Quote:

*Originally Posted by **Deuce Traveler***

Gary, I am happy to say that I purchased my plane tickets for the convention today and can't wait to spend some gaming time with you and the rest in June! :)

That's great!

Milwaukee Mitchell Field is the closest and best airport, easiest to land, leave, and get to Lake Geneva (about a 45 minute drive when traffic is light, an hour otherwise). As a destination it is likely more expensive than Chicago O'Hare, certainly more so than Chicago Midway--a real hassle from which to head north up to Wisconsin.

Anyway, it looks as if there will be a goodly number of GMs and chaps with board and card games in the new and larger facilities of The Cove. I am tempted to bring my shogi set to see if I can find an opponent. (I am not very adept at the game, as so few people hereabouts play Japanese chess, but I really like the game.)

So see you in just a bit over five weeks, eh?

Deuce Traveler

Saturday, 5th May, 2007, 06:22 PM

I would have loved to have landed in Milwaukee since I imagine it's a little less hectic than Chicago, but the price of the ticket was \$150-200 more and for a longer flight. I'll go for the cheaper price, and also try to find cheap accommodations (Best Western is over a \$100/night now) or even go camping so that I'll have more money to spend on showcased Troll Lord products. :) When I was selling the Troll Lord products at the US military base in Germany the Yggisburgh products sold out and I didn't get my hands on a copy for myself. Miraculously I was able to save a Legendary Adventures boxed set and set of Castles and Crusades rulebooks for future play. Except for my own copy that I retained, I sold all of the rest of those, too.

Anyway, I'll land on early Thursday night and leave Sunday morning, so I'll get to see almost everything at the Convention and hopefully get in on at least one game with the master. :) Very much looking forward to it!

Quote:

*Originally Posted by **Col_Pladoh***

Okay!

If you are close you can join our Thursday evening RPG group here at my place, and/or the boardgaming afternoons at son Ernie's.

Otherwise there are the two Lake Geneva Gaming cons here each year, and a visitor is always welcome :)

BTW son Luke is living near Monterey Bay, and if you are near there, let me know, and I'll send you his email addy. His wife just had a baby, but soon he will be looking for a gaming group, or for players in his own.

*Cheerio
Gary*

Thank you very much for the gracious offer, Gary. If I get close enough, I'll definitely take you up on it.

As for Luke-- Aargh. I have to admit I'm sorely tempted. I've not been getting enough of a gaming fix lately due to the scattering of my trusted gaming buddies, and due to the arrival of my own son (8 months old now and a handful-- though fun beyond belief). However, I'm up in the Bay Area these days, and I think the distance is probably a bit too much for any regular commitment.

I do occasionally run an online game using Fantasy Grounds (a poor second cousin to face to face, but better than nothing at all). So if Luke can't find a group and gets desperate, he's definitely welcome.

At any rate, I do appreciate your kindness. And I can't tell you how glad I am that I've had the opportunity to interact with you. It's great.

Cheers,
AD

Col_Pladoh

Saturday, 5th May, 2007, 07:26 PM

Quote:

*Originally Posted by **Deuce Traveler***

I would have loved to have landed in Milwaukee since I imagine it's a little less hectic than Chicago, but the price of the ticket was \$150-200 more and for a longer flight. I'll go for the cheaper price, and also try to find cheap accommodations (Best Western is over a \$100/ night now) or even go camping so that I'll have more money to spend on showcased Troll Lord products. :) When I was selling the Troll Lord products at the US military base in Germany the Yggisburgh products sold out and I didn't get my hands on a copy for myself. Miraculously I was able to save a Legendary Adventures boxed set and set of Castles and Crusades rulebooks for future play. Except for my own copy that I retained, I sold all of the rest of those, too.

Anyway, I'll land on early Thursday night and leave Sunday morning, so I'll get to see almost everything at the Convention and hopefully get in on at least one game with the master. :) Very much looking forward to it!

So you will rent a car and drive to LG from Chicago. That is the usual way folks get here of they fly ;)

See you soon then,
Gary

Col_Pladoh

Saturday, 5th May, 2007, 07:28 PM

Quote:

*Originally Posted by **lkj***

Thank you very much for the gracious offer, Gary. If I get close enough, I'll definitely take you up on it.

As for Luke-- Aargh. I have to admit I'm sorely tempted. I've not been getting enough of a gaming fix lately due to the scattering of my trusted gaming buddies, and due to the arrival of my own son (8 months old now and a handful-- though fun beyond belief). However, I'm up in the Bay Area these days, and I think the distance is probably a bit too much for any regular commitment.

I do occasionally run an online game using Fantasy Grounds (a poor second cousin to face to face, but better than nothing at all). So if Luke can't find a group and gets desperate, he's definitely welcome.

At any rate, I do appreciate your kindness. And I can't tell you how glad I am that I've had the opportunity to interact with you. It's great.

*Cheers,
AD*

Howdy,

Send me a personal email, and I'll pass along your addy to Luke, send his to you/

ggygax@genevaonline.com

Cheerio,
Gary

haakon1

Monday, 7th May, 2007, 10:42 PM

Quote:

*Originally Posted by **Col_Pladoh***

In my opinion the best way for a DM to manage monsters is to know what their type is, generally what an average one of that sort can do, and then...WING IT!

If you have a group of say, 6 orcs, do you like to roll HP for each orc separately, or just give them all the average?

I like to roll for each monster, to keep the PC's guessing. Also, it helps me with really basic roleplaying -- the orc with 8 hp is an alpha male, an orc's orc, whereas the orc with 1 hp is the runt of the litter, much more likely to run for help, and might even surrender.

haakon1

Monday, 7th May, 2007, 10:48 PM

Quote:

*Originally Posted by **Col_Pladoh***

He was hoist by his own petard...as will be those espousing the mantra of man-made global warming, right soon too I do believe. Carbon dioxide most assuredly does not cause global warming, although global warming does produce more CO2.

Hey, no politics or religion, and global warming is both.

I have a sneaking inchoate theory that global warming science is bunk. My theory is that the world might very be warming, but that the theory that is caused by human agency is unlikely and I have yet to see any convincing evidence of it.

I think assuming Prius v. Suburban driving will affect the weather is a bit like thinking rain dances affect the weather . . . the ol' agency fallacy.

Sometimes the fault lies not in ourselves, but in our stars. :)

Sorry, catching up on the thread, I didn't realize we were done with this topic, so I was just replying to Gary's original comment. My bad.

haakon1

Monday, 7th May, 2007, 10:54 PM

Quote:

*Originally Posted by **Col_Pladoh***

How about a discussion of 300?

It's very Third Edition, in that piercings have somehow become a form of armor.

I liked it (the war rhinoceros was fun, and I had one in campaign), but I'd have preferred a movie about the actual battle, instead of a movie about a comic book about the battle.

And it definitely reminded me of the old "Airplane" lines: "So, ever been in a cockpit before, Jimmy? Do you like to watch gladiator movies? Have you ever been in a Turkish prison?"

Blair Goatsblood

Tuesday, 8th May, 2007, 12:02 AM

Gary,

I was curious regarding your opinions regarding alignment languages. What was the inspiration for them, and what would the "game world" explanation for them be?

From a wargaming perspective, it makes sense, got to have some way for the massive armies of disparate lawful or chaotic troops to communicate with each other.

Deuce Traveler

Tuesday, 8th May, 2007, 03:33 PM

Quote:

*Originally Posted by **Col_Pladoh***

So you will rent a car and drive to LG from Chicago. That is the usual way folks get here if they fly ;)

*See you soon then,
Gary*

Yep! Safer than hitchhiking and I don't think I can convince a Chicago cabby to forego his work schedule and take me on the cheap so I can introduce him to gaming. :uhoh:

Quote:

Originally Posted by **haakon1**

If you have a group of say, 6 orcs, do you like to roll HP for each orc separately, or just give them all the average?

I like to roll for each monster, to keep the PC's guessing. Also, it helps me with really basic roleplaying -- the orc with 8 hp is an alpha male, an orc's orc, whereas the orc with 1 hp is the runt of the litter, much more likely to run for help, and might even surrender.

I play it thus: Of the critters are raiders, warriors, of active hunters I assume that all of them will have one-half or more of the possible HPs for their type. If I want to make the encounter special, I then see if any of the memebrs are in ill health or wouded.

For straight out confrontations, though, I just have at it with HPs as noted...and ogres and giants and like big and tough monsters have d12 HD.

Cheerio,

All times are GMT +1. The time now is 03:59 PM.

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Gary Gygax Q&A: Part XIII

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Col_Pladoh

Tuesday, 8th May, 2007, 05:22 PM

Quote:

Originally Posted by **haakon1***It's very Third Edition, in that piercings have somehow become a form of armor.**I liked it (the war rhinoceros was fun, and I had one in campaign), but I'd have preferred a movie about the actual battle, instead of a movie about a comic book about the battle.**And it definitely reminded me of the old "Airplane" lines: "So, ever been in a cockpit before, Jimmy? Do you like to watch gladiator movies? Have you ever been in a Turkish prison?"*

It enraged a number of a certain type of people, and not because it was camp rather than histotical :lol:

Cheers,
Gary

Col_Pladoh

Tuesday, 8th May, 2007, 05:27 PM

Quote:

Originally Posted by **Blair Goatsblood**

Gary,

*I was curious regarding you opinions reagarding alignment languages. What was the inspiration for them, and what would the "game world" explanation for them be?**From a wargaming perspective, it makes sense, got to have some way for the masse armies of disparate lawful or chaotic troops to communicate with each other.*

I have gone over this many times, but once more, in precis, won't hurt:

An alignment language is promarily keyed to the religious subjects that would be discussed or read about by those of that persuasion. One might think of such a tinue as being similar to Latin for Roman Catholics or Hebrew for Jews. Ordinary members of the alignment will possibly not even understand what is meant when it is spoken, and those that are aware will probably not be sufficiently versed in it to respons in kind.

Cheerio,
Gary

Col_Pladoh

Tuesday, 8th May, 2007, 05:29 PM

Quote:

Originally Posted by **Deuce Traveler***Yep! Safer than hitchhiking and I don't think I can convince a Chicago cabby to forego his work schedule and take me on the cheap so I can introduce him to gaming. :uhoh:*

I have been stuck twice at Ohare and had to hire a limo one time, a cab the other. The limo was more comfortable and cost about the same as the taxi did--over \$100 with a spiff for the driver.

Cheerio,
Gary

RFisher

Tuesday, 8th May, 2007, 06:29 PM

Quote:

Originally Posted by **Col_Pladoh***An alignment language is promarily keyed to the religious subjects that would be discussed or read about by those of that persuasion. One might think of such a tinue as being similar to Latin for Roman Catholics or Hebrew for Jews. Ordinary members of the alignment will possibly not even understand what is meant when it is spoken, and those that are aware will probably not be sufficiently versed in it to respons in kind.*

Is there only one language for each alignment or does each "religion" within an alignment have it's own language?

Col_Pladoh

Tuesday, 8th May, 2007, 08:12 PM

Quote:

*Originally Posted by **RFisher***

Is there only one language for each alignment or does each "religion" within an alignment have it's own language?

I always imagined a single alignment language per division, as in the D&D milieuneach alignment is relatively homogenous. Servants of particular deities will have recognition signals or spoken or signed sort.

Cheerio,
Gary

Geoff1138

Tuesday, 8th May, 2007, 09:21 PM

Gord the Rogue

Hello Gary,

I love the Gord the Rogue novels, is there any chance you will be writing a sourcebook for C&C?

Thank you for the game you created! I bought my first book, the Monster Manual, when I was ten years old from my local grocery store of all places that had AD&D books on their shelves.

Col_Pladoh

Tuesday, 8th May, 2007, 10:57 PM

Quote:

*Originally Posted by **Geoff1138***

Hello Gary,

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Thank you for the game you created! I bought my first book, the Monster Manual, when I was ten years old from my local grocery store of all places that had AD&D books on their shelves.

Thanks :D

I have written a town sourcebook for the C&C system, but as much of what is in the Gord books is used with permission of the owner of that IP, I donot have any plans to expand the fiction into gaming material...although a big module based on the *Sea of Death* would be quite possible.

As I am semi-retired now and enjoying it, it is pretty doubtful that I will want to spend a year of my life creating such an adventure ;)

Cheers,
Gary

thedungeondelver

Tuesday, 8th May, 2007, 11:09 PM

Quote:

*Originally Posted by **Col_Pladoh***

As I am semi-retired now and enjoying it, it is pretty doubtful that I will want to spend a year of my life creating such an adventure ;)

*Cheers,
Gary*

YOU KNOW...once I'm done with a couple of little projects of no large consequence ;) 'round here, my time will be available.

whistling idly

Col_Pladoh

Tuesday, 8th May, 2007, 11:21 PM

Quote:

*Originally Posted by **thedungeondelver***

YOU KNOW...once I'm done with a couple of little projects of no large consequence ;) 'round here, my time will be available.

whistling idly

:lol:

I have done a lot of detailed "bible" material for the Yggsburgh town and castle-dungeons. I suppose one of these days I might get around to re-

reading *Sea of Death* and developing a backstory that suits the plot devised, then detail the outline of a trek into the place, side adventure springboards, and do the like for major scenarios contained in the work.

Ah, but even that is a lot of work, and right now I have a cold and sore throat, and I don't want to think about it :eek:

Cheers,
Gary

Keldryn

Tuesday, 8th May, 2007, 11:43 PM

Hi Gary,

I have a question that you may very well have been asked before, but...

What was the inspiration behind the D&D gorgon being bull-like?

My wife was watching us play the other night and took issue with the depiction of the "gorgon." She is extremely well-read in fantasy and myth, but she'd never heard of a gorgon other than the sisters of Greek mythology. I remembered reading a while back about a bull-like gorgon having been in a medieval bestiary of some sort. We did a Web search when we got home, but the only relevant thing that came up was a reference to the "History of 4-footed Beasts" -- and the description of the entry doesn't really sound bull-like in features. She's wasn't really convinced by a relatively obscure reference, and perhaps that's all there is to it, but I wanted to ask the man who wrote the *Monster Manual* in the first place. :)

Is there any more to the story?

haakon1

Wednesday, 9th May, 2007, 08:18 AM

Quote:

Originally Posted by Col_Pladoh

It enraged a number of a certain type of people, and not because it was camp rather than histotical :lol:

It seems to have enraged many people, among them the Iranian government (anti-Persian propaganda from the Great Satan!). Then there was the whole debate about whether it's an allegory for the Iraq War, and if so, whether it's pro or anti-Bush. I assumed the studio liked to create that controversy, for free media.

But perhaps you are just referring to people who don't like CGI gore on the screen. To me, the gore was all battle gore, not gratuitous torture gore, so while I walked out on a Tarantino movie once, 300 didn't bother me at all in that way.

At the end of the day, it's just a silly fantasy comic movie, IMHO. Sort of like Zulu, only camp and not at all attempting to be historically accurate. (For example, in the movie, there's only one Spartan king, not two, and Sparta is ruled by a Senate, not two kings. WHATEver.)

So far as I know, none of the "official" reviewers mentioned the camp aspect. It's kinda amusing that the world is too politically correct to notice there's anything odd about the Spartan's hoplite panoply consisting solely of a shield and a leather speedo. :p

haakon1

Wednesday, 9th May, 2007, 08:22 AM

Quote:

Originally Posted by Col_Pladoh

I have gone over this many times, but once more, in precis, won't hurt:

An alignment language is promarily keyed to the religious subjects that would be discussed or read about by those of that persuasion. One might think of such a tingle as being similar to Latin for Roman Catholics or Hebrew for Jews. Ordinary members of the alignment will possibly not even understand what is meant when it is spoken, and those that are aware will probably not be sufficiently versed in it to respons in kind.

*Cheerio,
Gary*

Nod, I had guessed the inspiration. (I helps to be a Roman Catholic, and from heavily-Jewish New York.) But I had assumed (at one point) that everyone spoke both Common and their alignment language, automatically. I assume that's one of many rules I misread as a 12 year old. I don't think I've played AD&D that way in decades . . .

Geoff1138

Wednesday, 9th May, 2007, 01:14 PM

Quote:

Originally Posted by Col_Pladoh

Thanks :D

I have written a town sourcebook for the C&C system, but as much of what is in the Gord books is used with permission of the owner of that IP, I donot have any plans to expand the fiction into gaming material...although a big module based on the Sea of Death would be quite possible.

As I am semi-retired now and enjoying it, it is pretty doubtful that I will want to spend a year of my life creating such an adventure ;)

*Cheers,
Gary*

Thank you. I look forward to Castle Zagyg.

Take care.

Col_Pladoh

Wednesday, 9th May, 2007, 05:07 PM

Quote:

*Originally Posted by **Keldryn***

Hi Gary,

I have a question that you may very well have been asked before, but...

What was the inspiration behind the D&D gorgon being bull-like?

My wife was watching us play the other night and took issue with the depiction of the "gorgon." She is extremely well-read in fantasy and myth, but she'd never heard of a gorgon other than the sisters of Greek mythology. I remembered reading a while back about a bull-like gorgon having been in a medieval bestiary of some sort. We did a Web search when we got home, but the only relevant thing that came up was a reference to the "History of 4-footed Beasts" -- and the description of the entry doesn't really sound bull-like in features. She's wasn't really convinced by a relatively obscure reference, and perhaps that's all there is to it, but I wanted to ask the man who wrote the Monster Manual in the first place. :)

Is there any more to the story?

The short answer:

The bull-like, metalpscaled gorgon is taken directly from a medieval bestiary. Ypu might point out that I have medusae as a separate kind of monster.

Do tell your Astute Wife that the critter sown is just one of many taked from medieval bestiaries. the catoblepas and opinicus being a couple of other examples.

When my *Pamtheons of Lejend* reference book is published later this year, she can take a look at how I treated Greco-Roman mytholigy for RPGing. It is called the "Olympian" pantheon and is the second largest chapter in the work.

Cheers,
Gary

Col_Pladoh

Wednesday, 9th May, 2007, 05:13 PM

Quote:

*Originally Posted by **haakon1***

Nod, I had guessed the inspiration. (I helps to be a Roman Catholic, and from heavily-Jewish New York.) But I had assumed (at one point) that everyone spoke both Common and their alignment language, automatically. I assume that's one of many rules I misread as a 12 year old. I don't think I've played AD&D that way in decades . . .

Howdy :D

I usdualy allowed most PCs and all important NPCs to be versed to some extent in teir alignment tongue. All Clerics know it backwards and forwards.

Cheerio,
Gary

Col_Pladoh

Wednesday, 9th May, 2007, 05:14 PM

Thank you Geoff1138.

:D
Gary

Kaladhan

Wednesday, 9th May, 2007, 09:00 PM

Hi Gary!

I have very fond memories of DnD. I started playing with a translated red box. I couldn't wait for the books to be translated, so I decided to learn english. Let just say that with only a partial understanding of english, we interpreted the rules in unsuspected ways.

I'm curious about your larping experiences. Ever tried to play in one? Organize one? Are there larps in Lake Geneva?

Col_Pladoh

Wednesday, 9th May, 2007, 10:03 PM

Quote:

*Originally Posted by **Kaladhan***

Hi Gary!

I have very fond memories of DnD. I started playing with a translated red box. I couldn't wait for the books to be translated, so I decided to learn english. Let just say that with only a partial understanding of english, we interpreted the rules in unsuspected ways.

I'm curious about your larping experiences. Ever tried to play in one? Organize one? Are there larps in Lake Geneva?

Indeed I LARPed in a realistic game long before there was the D&D game, but I have not since boyhood.

There used to be several score of *Vampire the Gathering* LARPer's playing here in the parks and around town, but a few of the "Good Citizens" worried about such dangerous characters being around at night. so there was an ordinance passed to keep them away. Sadly it was effective. Before that I would watch them from the dark of my front porch playing in the park across the street :lol:

Cheers,
Gary

haakon1

Thursday, 10th May, 2007, 05:20 AM

Quote:

*Originally Posted by **Col_Pladoh***

Howdy :D

I usually allowed most PCs and all important NPCs to be versed to some extent in teir alignment tongue. All Clerics know it backwards and forwards.

*Cheerio,
Gary*

It's interesting for the party to have a secret "code" language that they know and the enemy does not. In recent years, Elvish seems to be the usual 2nd language; it's an interesting choice, because educated enemies often know it too, in my campaigns.

RFisher

Thursday, 10th May, 2007, 01:50 PM

Heh! I still remember when I was first reading my Basic Set & thought it strange that "pegasus" & "medusa" were kinds of monsters instead of individuals. I hadn't yet grasped that the game-world was only inspired by the real-world & its myths & legends. (& somewhat loosely so.)

Given both the beast from the bestiary & the sisters from Greek myth in the melting pot of D&D, calling the snake-haired monsters "medusae" is quite sensible. Heck, the D&D medusae are arguably more inspired by the individual from Greek myth anyway. In Ovid, Medusa was the only Gorgon with snake-hair.

& when it comes down to it, "pegasus" is more pleasing a name to me than "winged horse".

(BTW, I recall reading that perhaps the "gorgon" name for the bull-like beast actually did come from the Gorgons through the cross-cultural grapevine.)

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Gary Gygax Q&A: Part XIII

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D'karr

Thursday, 10th May, 2007, 05:18 PM

Quote:

*Originally Posted by Col_Pladoh**The short answer:**The bull-like, metalpscaled gorgon is taken directly from a medieval bestiary. Ypu might point out that I have medusae as a separate kind of monster.**Do tell your Astute Wife that the critter sown is just one of many taked from medieval bestiaries. the catoblepas and opinicus being a couple of other examples.**When my Pamtheons of Lejend reference book is published later this year, she can take a look at how I treated Greco-Roman mytholigy for RPGing. It is called the "Olympian" pantheon and is the second largest chapter in the work.**Cheers,
Gary*

The metal-scaled bull might have been a depiction of the fire-breathing, bull-shaped automatons of King Aeetes of Kolchhis, as depicted in the tale of Jason and the Argonauts.

As one of the tests to prove his mettle and retrieve the golden-fleece, Jason was supposed to yoke the bulls and plow a field with them.

Also the fact that greek coins with a gorgon mask and bull are common makes it not unlikely that somebody in medieval times made a leap of faith and associated the two.

Col_Pladoh

Thursday, 10th May, 2007, 06:35 PM

:D

No quibbles with or further comments to either post, fellows.

*Ciao,
Gary*

D'karr

Thursday, 10th May, 2007, 07:29 PM

Quote:

*Originally Posted by Col_Pladoh**:D**No quibbles with or further comments to either post, fellows.**Ciao,
Gary*

:D

Fair enough.

And from Curious Creatures in Zoology by John Ashton, [the gorgon](#)

Col_Pladoh

Thursday, 10th May, 2007, 08:41 PM

Quote:

*Originally Posted by D'karr**:D**Fair enough.**And from Curious Creatures in Zoology by John Ashton, [the gorgon](#)*

The illustration shown on that website looks a good deal like the one I saw in a medieval bestiary, although the head of the latter was more bull-like.

Ciao,
Gary

Keldryn

Thursday, 10th May, 2007, 10:12 PM

Quote:

*Originally Posted by **Col_Pladoh***

The short answer:

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*Cheers,
Gary*

Thanks, Gary!

My wife has never played D&D, but she has played a number of Playstation and Super Nintendo RPGs, so she's familiar with the concept behind a lot of the monsters (I think Medusae may have appeared as monsters in some of those games too), but the Gorgon as a bull-like monster was foreign to her. I was pretty sure that I was right about it coming from some real-world source.

Being married, I don't get to be right very often. ;)

Col_Pladoh

Thursday, 10th May, 2007, 10:29 PM

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*Originally Posted by **Keldryn***

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Being married, I don't get to be right very often. ;)

:confused:

Even if you have never been more correct in your life, it is usually better not to dispute an opinion to the contrary if it is that of your wife :)

:lol:
Gary

D'karr

Friday, 11th May, 2007, 03:43 PM

Quote:

*Originally Posted by **Col_Pladoh***

:confused:

Even if you have never been more correct in your life, it is usually better not to dispute an opinion to the contrary if it is that of your wife :)

*:lol:
Gary*

Gary, you got that right.

Pure unadulterated wisdom.... :lol:

Col_Pladoh

Friday, 11th May, 2007, 05:57 PM

Quote:

*Originally Posted by **D'karr***

Gary, you got that right.

Pure unadulterated wisdom.... :lol:

A hard-learned lesson gained from two marriages lasting in total now well over 40 years.

:eek:
Gary

Prince of Happiness

Friday, 11th May, 2007, 07:01 PM

Quote:

Originally Posted by **Col_Pladoh**

A hard-learned lesson gained from two marriages lasting in total now well over 40 years.

:eek:
Gary

Gygax, HM, Married Lv. 40

Anson Caralya

Saturday, 12th May, 2007, 12:15 AM

Quote:

Originally Posted by **Col_Pladoh**

I did not see the new Casino Royale film, but as I know it was nothing at all like the book, and I am an Ian Fleming fan, I do not intend to see it.

Gary, I'll echo what others have said: the film is one of the most faithful adaptations, very solid. The embellishments were primarily in the action sequences and some modernization. Now, I think it would be very cool if they were to make a Bond film now set in the '50's, but failing that, this one was good.

As long as we're talking, why did you drop the downside for psionics in the AD&D PHB? IIRC the supplement which introduced them carried a cost in spells if the character was a magic-user, strength if a fighter, etc., which balanced out the power of psionics.

And something else that's been on my mind for the last 25 years:

Keoghtom: 77 hp, 77% uniform magic resistance, 78 class levels
Murlynd: 135 hp, 35% uniform magic resistance, 36 class levels

Did you have some relation between these characteristics in mind when statting the quasi-deities, or did I just spend too much of my teenage years poring over *Dragon*? Heward doesn't fit the pattern, so it's probably just me, but thought I'd ask.

Deuce Traveler

Saturday, 12th May, 2007, 03:47 AM

What I liked about the film was that James Bond was more of a complete bastard than he has been in any Bond flick of the last three decades.

Gary, do you think you might oversee a C & C book with the character class concepts you had previously planned to do before leaving TSR? I'd love a chance to see what the montebank might have been like, for example.

Col_Pladoh

Saturday, 12th May, 2007, 06:18 PM

Quote:

Originally Posted by **Anson Caralya**

Gary, I'll echo what others have said: the film is one of the most faithful adaptations, very solid. The embellishments were primarily in the action sequences and some modernization. Now, I think it would be very cool if they were to make a Bond film now set in the '50's, but failing that, this one was good.

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Did you have some relation between these characteristics in mind when statting the quasi-deities, or did I just spend too much of my teenage years poring over Dragon? Heward doesn't fit the pattern, so it's probably just me, but thought I'd ask.

Well, as I might have mentioned before, a lot of people urged me to see the Conan films, but as a real REH fan I really did not enjoy them in the least. In fact, seeing them irritated me as they were not at all true to the spirit of the tales and character of Conan.

As for your questions, I fear must disappoint you. After all these years, over 20 since I have ceased playing the AD&D game save for rare occasions, and never being concerned with the rules since 1984, there is no way, save perhaps under hypnosis, that I can recall the circumstances regarding the change in Psionics (which I never allowed in my campaign anyway) or the reasoning behind what strributes U

assigned to those quasi-deities. I can state with certainty though that I intended those three to associate together.

Ciao,
Gary

Col_Pladoh

Saturday, 12th May, 2007, 06:23 PM

Quote:

*Originally Posted by **Deuce Traveler***

What I liked about the film was that James Bond was more of a complete bastard than he has been in any Bond flick of the last three decades.

Gary, do you think you might oversee a C & C book with the character class concepts you had previously planned to do before leaving TSR? I'd love a chance to see what the montebank might have been like, for example.

I might assist in the development of some new character classes for the C&C system if the Trolls ever begin such a project. However, time is most precious, and I do not think I would spend a great deal of it thus. If I could find my old notes in the Jester, Mountebank, Mystic, and Savant I would gladly pass them along to Steve and company. There was another possible class I was considering adding, but blamed if I can recall it now :heh:

Cheers,
Gary

Jemal

Saturday, 12th May, 2007, 06:31 PM

Several days old, but just got a chance to notice it

Quote:

*Originally Posted by **King_Barrowclaw***

I know you get this alot but I have to say, thanks for your excellent work in this hobby. I've been gaming with your rules since Chainmail, boxed set days and despite having my books burned on four separate occasions by well-meaning people and being threatened with an exorcism I've hung in there and am still enjoying this hobby.

Yeah, hearing stuff like that from all sorts of people makes me once again LOVE Saskatoon.. The worst I or any of the MANY gamers I've gamed with recently have had happen is badmouthing and name-calling. Easier than what I had to deal with when I was a 'nerd' in school.

Col_Pladoh

Saturday, 12th May, 2007, 10:49 PM

Quote:

*Originally Posted by **Jemal***

Several days old, but just got a chance to notice it

Yeah, hearing stuff like that from all sorts of people makes me once again LOVE Saskatoon.. The worst I or any of the MANY gamers I've gamed with recently have had happen is badmouthing and name-calling. Easier than what I had to deal with when I was a 'nerd' in school.

:]

The trick I learned was to be more mean and ornery as any of the clique's jocks, have friends in all the groups, sometimes be a hood, and then when you are with your best friends in the nerds they have confidence...and are left alone, even accepted by others. Of course that was way back in the early 1950s. This did get some non-nerds gaming, playing chess :)

Cheerio,
Gary

Mycanid

Saturday, 12th May, 2007, 10:52 PM

GOOD MORNING colonel!

:D

Sorry, just had to say a cheery hello - even if it isn't morning where I am. :)

Back to thread at hand, eh? ;)

Col_Pladoh

Saturday, 12th May, 2007, 11:03 PM

Quote:

*Originally Posted by **Mycanid***

GOOD MORNING colonel!

:D

Sorry, just had to say a cheery hello - even if it isn't morning where I am. :)

Back to thread at hand, eh? ;)

:confused:

Thanks, but...

The sun is below the yard arm here, and I am about to be served my ration of grog.,,maybe a double ration to fight off this vile cough and sore throat I have had for several days now.

Cheers,
Gary

Mycanid

Saturday, 12th May, 2007, 11:07 PM

Hmm ... I have also been under the weather with a sore throat and what not the past few days.

Maybe partly a seasonal thing for me. Ah well.

I hope you get better soon my good sir! :D

[The fungus is unbearably cheerful today for some reason... :o]

gideon_thorne

Sunday, 13th May, 2007, 01:22 AM

Quote:

Originally Posted by **Col_Pladoh**

I might assist in the development of some new character classes for the C&C system if the Trolls ever begin such a project. However, time is most precious, and I do not think I would spend a great deal of it thus. If I could fine my old notes in the Jester, Mountebank, Mystic, and Savant I would gladly pass them along to Steve and company. There was another possible class I was considering adding, but blamed if I can recall it now :heh:

Cheers,
Gary

Welp, at some point I'll get that Mountebank I did with your assistance polished up. ^_^

Col_Pladoh

Sunday, 13th May, 2007, 05:51 PM

Quote:

Originally Posted by **Mycanid**

Hmm ... I have also been under the weather with a sore throat and what not the past few days.

Maybe partly a seasonal thing for me. Ah well.

I hope you get better soon my good sir! :D

[The fungus is unbearably cheerful today for some reason... :o]

Maybe the light-hearted feeling is because the shaggy mane mushroom season is soon to be upon us...

Springtime weather here in Wisconsin is so variable that many persons do contract URLs. Today's high will be c. 58 degrees F., tomorrow is predicted to be 80.

:confused:
Gary

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Gary Gygax Q&A: Part XIII

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Page 20 of 81 First ... 10 11 12 13 14 15 16 17 18 19 29 21 22 23 24 25 26 27 28 29 30 70 ... Last

Col_Pladoh

Sunday, 13th May, 2007, 05:57 PM

Quote:

*Originally Posted by **gideon_thorne***

Welp, at some point I'll get that Mountebank I did with your assistance polished up. ^ _ ^

Well stop posting and hop to it!

:lol:

Gary

gideon_thorne

Monday, 14th May, 2007, 02:49 AM

Quote:

*Originally Posted by **Col_Pladoh***

Well stop posting and hop to it!

:lol:

Gary

Thats me, typing my fingers off.

I was hanging around buxom wenches this weekend, a far more useful activity for active fingers. :)

Anson Caralya

Monday, 14th May, 2007, 03:21 AM

Quote:

*Originally Posted by **Col_Pladoh***

As for your questions, I fear must disappoint you. After all these years, over 20 since I have ceased playing the AD&D game save for rare occasions, and never being concerned with the rules since 1984, there is no way, save perhaps under hypnosis, that I can recall the circumstances regarding the change in Psionics (which I never allowed in my campaign anyway) or the reasoning behind what attributes U assigned to those quasi-deities. I can state with certainty though that I intended those three to associate together.

OK, I'll get to work on the hypnosis emoticon straight away! Let's see, Wikipedia is usually a good place to start...

Col_Pladoh

Monday, 14th May, 2007, 06:27 PM

Quote:

*Originally Posted by **gideon_thorne***

Thats me, typing my fingers off.

I was hanging around buxom wenches this weekend, a far more useful activity for active fingers. :)

My friend tom Keogh was wont to call me the Inexorable Claw that always struck to the bottom of things :uhoh:

Cheerio,

Gary

Col_Pladoh

Monday, 14th May, 2007, 06:31 PM

Quote:

*Originally Posted by **Anson Caralya***

OK, I'll get to work on the hypnosis emoticon straight away! Let's see, Wikipedia is usually a good place to start...

Rotsa ruck :lol:

The best way for me to remember otherwise is to work on something similar for a few days. I have found that this usually brings back a good bit of the original work even though i do not realize it until the now is compared to the old.

Cheers,
Gary

Mycanid

Monday, 14th May, 2007, 07:54 PM

Quote:

*Originally Posted by **Col_Pladoh***

Maybe the light-hearted feeling is because the shaggy mane mushroom season is soon to be upon us...

Springtime weather here in Wisconsin is so variable that many persons do contract URIs. Today's high will be c. 58 degrees F., tomorrow is predicted to be 80.

*:confused:
Gary*

Oooooo ... shaggy manes! :D We don't get them too often out here. Right now we have amanitas (yes - the destroying angels! :eek:) and boletes - mostly butter and bitter boletes - popping up all over the forest. Had blewits just a few days back too. Instantly dry-sauteed with butter, garlic, sea salt and lemon pepper. Mmmmmmm!

Anyhoo ... sorry for the OT stuff. :o

Back to the thread, hey what? :cool:

thedungeondelver

Monday, 14th May, 2007, 09:18 PM

Heyo, Gary!

I'd emailed you a few weeks back about running S1 TOMB OF HORRORS at a con and I thought for your amusement (and that of the enworlders) here I'd fill in on the salient points:

The party first went into the collapsing false entrance on the right and I was treated to the worst 5d10 roll I've ever made: 11 puny points of damage. A bunch of 4th levelers could've taken such!

Undaunted the party sought out the next false entrance, dug it out, but then went over and searched for another and found the correct entrance.

The party magic-user found the runes embedded in the red tiles, but one of the thieves insisted on searching the hall for traps and kept him out of the pits; the other nearly dropped herself into the trapdoor beneath the handle on the wall. I was ashamed of myself: I'd sent eight players in and no deaths in the first hall!

The party broke down the false door leading to the room of secret doors, fought the four-armed gargoyle, and pressed on. Once they were in the hall of sphere murals, the mage and a pair of fighters (one fighter/thief) went back into the main hall to try and find out if the misty portal did anything or went anywhere - they followed the red tile path up the middle and teleported to area 11 where they proceeded to crack the riddle of the gargoyle statue.

Then just when it appeared that they'd figured things out, stuff started going awry: one of the fighters and one of the clerics tried the misty portal in the hallway with the spheres and (of course) got spat out naked in the entry hall. The fighter tried the misty portal but was incautious about how she entered and found herself in the forsaken prison. One wrong flip of the levers later and the party was a fighter short. The cleric approached the demon face on the wall and thought "surely, my stuff must've wound up in this hole here..." FOOP. Cleric, gone!

By now the party in the spheres hall had found the way to the Chapel of Evil. The paladin, the dwarven fighter and one of the thieves (the pesky one who'd found all the traps in the entry hall) entered the misty archway there and came out as two females and a male, mostly evil (CE for the paladin, NE for the thief, CN for the fighter). The thief immediately went insane and attacked the other thief. The Paladin, attempting to cover up "his" transmogrification, fought the now-evil thief. In the meantime, the remaining cleric had touched the altar and been zapped (along with one of the other fighters).

Once the melee had ended, the now CN dwarf threw "his" warhammer at the altar. The paladin ran back into the misty portal and was changed back to LG, but still female (and not a paladin any longer).

The dwarf went to the altar to retrieve his hammer and was, along with the paladin, blown to bits when he touched the altar to pick up the weapon.

At this point the party was fairly badly injured and elected to - get this - *sleep inside the Tomb!*

Well, ol' Acaerack isn't one to let such a juicy opportunity go by, so three hours in to their beauty rest a Type V demon showed up to roust them. Despite my best attempts though it couldn't cut that pesky party down. The magic-user, wisely hanging back, threw up a wall of iron between the party and the demoness and teleported the rest of the group out.

While I was disappointed that they'd made it out alive, they got no treasure (except for the remains of the trifling necklace the gargoyle had worn, and the gem of seeing they "spent" 300GP of value from the necklace to gain) and took plenty of casualties doing so. Plus it was super cool to see the whole dungeon laid out in DWARVEN FORGE terrain (or subterrene as the case may be...!)

Col_Pladoh

Monday, 14th May, 2007, 10:20 PM

Quote:

*Originally Posted by **Mycanid***

...

Anyhoo ... sorry for the OT stuff. :o

Back to the thread, hey what? :cool:

Wild mushrooms are never off topic here :cool:

My grandfather could tell a death angel from the rest, but not I. About all I can do is pick and sautee in say five minutes the shaggy manes, or otherwise gather morels (very hard to find) and puffballs (plentiful hereabouts in the early autumn). A slice of fried puffball topping a burger is great--or just forget the burger and bun and eat several slices of mushroom :D

Cheers,
Gary

Col_Pladoh

Monday, 14th May, 2007, 10:33 PM

Quote:

*Originally Posted by **thedungeondelver***

Heyo, Gary!

I'd emailed you a few weeks back about running S1 TOMB OF HORRORS at a con and I thought for your amusement (and that of the enworlders) here I'd fill in on the salient points:

...

Thanks for sharing that account. As a matter of fact the party did pretty well for a first-time group, all things considered. I do hope that you will allow them to return with veteran and new PCs to fill their ranks and have a second go at it. By the time a fourth or fifth expedition is mounted they might actually make it to the demi-lich's "resting place" :eek:

Cheerio,
Gary

thedungeondelver

Tuesday, 15th May, 2007, 03:13 AM

Quote:

*Originally Posted by **Col_Pladoh***

Thanks for sharing that account. As a matter of fact the party did pretty well for a first-time group, all things considered. I do hope that you will allow them to return with veteran and new PCs to fill their ranks and have a second go at it. By the time a fourth or fifth expedition is mounted they might actually make it to the demi-lich's "resting place" :eek:

*Cheerio,
Gary*

Sadly, as this was a convention it was a one-shot deal. I'll put it to the participants at the next con (I know many of them by sight) and see if they want another crack at it. The demoness was a bit over the top but my thinking was "Hey, if you're gonna break into a guy's house and then try to crash in his den, he's gonna sic the dog on you!" :D

Col_Pladoh

Tuesday, 15th May, 2007, 05:36 PM

Quote:

*Originally Posted by **thedungeondelver***

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:heh:

Oh yah! I forgot you said it was a con adventue. Those are quite different, and offering PCs is de rigeur for most participants. Otherwise they seem to feel they didn't receive the GMs full attention :lol:

Offering a return try is a good idea if the players are ablt to schedule same. Alsom having a potent guard type in such an area is quite logical IMO.

Cheerio,
Gary

JRRNeiklot

Tuesday, 15th May, 2007, 07:30 PM

Heh, when I went through the TOMB as a 13 year old, one character went through the idol, and disappeared. The others, thinking it must be a portal, willingly jumped in after. Game over.

the second time we tried, the dm giving us the chance to play the exact same characters in an "alternate universe." We made it all the way to Acererak (with a fallen paladin, an elven female exploring her new body, and a naked dwarf (shudder)). We all died horribly, or rather had our souls sucked. Hmmm. Perhaps it's time to send a party in to rescue those brave heroes, I still have those 25 year old goldenrod character sheets around here somewhere....

Col_Pladoh

Tuesday, 15th May, 2007, 10:04 PM

Quote:

*Originally Posted by **JRRNeiklot***

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That is a fine story. Most of my players' PCs didn't make it to the tomb area, but Rob Kuntz managed that and didn't engage in a fight with Acererak, just scooped up as much loot as a single swipe would garner and ran off.

The best group managing the adventure that I know of was the tournament team that used the crown atop the demi-lich's skull, a touch of the wrong end of the scepter to utterly destroy it.

Cheers,
Gary

jgbrowning

Tuesday, 15th May, 2007, 11:41 PM

Gary, I know you're *uhum* no big fan of the Conan movie, but what's your opinion about the soundtrack. I was just listening to it and wondered if you'd heard it before.

And, btw, thanks for making up this crazy hobby to begin with... :)

joe b.

tylerthehobo

Wednesday, 16th May, 2007, 01:03 AM

Quote:

*Originally Posted by **Col_Pladoh***

:heh:

Oh yah! I forgot you said it was a con adventue. Those are quite different, and offing PCs is de rigeur for most participants. Otherwise they seem to feel they didn't receive the GMs full attention :lol:

Offering a return try is a good idea if the players are ablt to schedule same. Alsom having a potent guard type in such an area is quite logical IMO.

*Cheerio,
Gary*

Curious about your take on con-meltdowns by players who get upset about their characters dying. Has that always been a mainstay, or do you attribute it more to the recent edition and peoples' obsession over their characters, attributes, munchkinning? Or am I not putting enough words in your mouth? ;)

dcas

Wednesday, 16th May, 2007, 04:24 PM

Quote:

*Originally Posted by **Col_Pladoh***

The best group managing the adventure that I know of was the tournament team that used the crown atop the demi-lich's skull, a touch of the wrong end of the scepter to utterly destroy it.

I thought I had read of a group who snatched the skull in a bag of holding and then threw it into the idol's mouth.

Quote:

Originally Posted by **jgbrowning**

Gary, I know you're *uhum* no big fan of the Conan movie, but what's your opinion about the soundtrack. I was just listening to it and wondered if you'd heard it before.

And, btw, thanks for making up this crazy hobby to begin with... :)

joe b.

I have not heard the soundtrack as a separate presentation, but it was quite acceptable to me with the film...better that the film if you will...except where it backed up Thulsa Dum and the Flower Children with their pot of split pea and hand soup :mad:

Cheerio,
Gary

Prince of Happiness

Wednesday, 16th May, 2007, 04:51 PM

Quote:

Originally Posted by **Col_Pladoh**

I have not heard the soundtrack as a separate presentation, but it was quite acceptable to me with the film...better that the film if you will...except where it backed up Thulsa Dum and the Flower Children with their pot of split pea and hand soup :mad:

Cheerio,
Gary

Mmmmmmmmmmmmmmmmmmmmmmmmmmmmmmm, split pea & hand hocks.

Col_Pladoh

Wednesday, 16th May, 2007, 04:55 PM

Quote:

Originally Posted by **tylerthehobo**

Curious about your take on con-meltdowns by players who get upset about their characters dying. Has that always been a mainstay, or do you attribute it more to the recent edition and peoples' obsession over their characters, attributes, munchkining? Or am I not putting enough words in your mouth? ;)

It is absurd for a player to be upset of a pre-generated or just-created PC is lost in a tournament adventure.

If it is that person's longest-lived PC, then it should not be risked, or some provision for return made before agreeing to play is.

Munchkins do relate far too closely with their usually-over-powered PCs, but that is generally forgivable because they are immature youngsters. A mature persin what has a munchkin mentality is actually to be pitied...although iffing their PC might bring a dark delight to the GM.

In all cases I urge gamers to have many PCs, and remember at all times they are just make-believe personas. This typically falls upon deaf ears if the one being lectured is immature.

Cheerio,
Gary

Col_Pladoh

Wednesday, 16th May, 2007, 04:58 PM

Quote:

Originally Posted by **dcas**

I thought I had read of a group who snatched the skull in a bag of holding and then threw it into the idol's mouth.

That would be a sure total elimination of that critter, but getting all the way back to the entrance passage is a more risky matter than a tap of a sceptre in the lair ;)

Cheers,
Gary

Show 20 post(s) from this thread on one page

Mycanid

Wednesday, 16th May, 2007, 08:31 PM

Quote:

*Originally Posted by Col_Pladoh**Wild mushrooms are never off topic here :cool:**My grandfather could tell a death angel from the rest, but not I. About all I can do is pick and sautee in say five minutes the shaggy manes, or otherwise gather morels (very hard to find) and puffballs (plentiful hereabouts in the early autumn). A slice of fried puffball topping a burger is great--or just forget the burger and bun and eat several slices of mushroom :D**Cheers,
Gary*

Sir ... you are a man after my own heart.

Very well ... I will periodically post on my findings. :) You are one of the few herein EW who share this interest with me, and it tickles me that I should have this in common with you! :cool:

Okay ... later this week it will be a search in the chanterelle patches!

Ohhh ... a-hunting we will go
a-hunting we will go
hey ho the derry-o
a-hunting we will go!

:lol: :lol:

Col_Pladoh

Wednesday, 16th May, 2007, 09:54 PM

Quote:

Originally Posted by Mycanid

...

*Okay ... later this week it will be a search in the chanterelle patches!**Ohhh ... a-hunting we will go
a-hunting we will go
hey ho the derry-o
a-hunting we will go!**:lol: :lol:*

Ah, chanterelles!

I believe I can recall my grandparents speaking of how delicious they were, how difficult to find in Southeastern Wisconsin. They are little, are then not?

Anyway, when I lived in a place on the lakeshore here the shaggy manes grew right next to the building, so I'd run down with a basket, pick all of them there, and run back upstairs. Gail would have the frying pan hot, the butter melted by then, and after a quick rinse in cold water, in they would go.

Cheerio,
Gary

Mycanid

Wednesday, 16th May, 2007, 10:06 PM

Chanterelles can grow to be sizable honkers, let me tell you. And they ARE delicious. All this talk of butter fried chanterelles has got me hungry now. :)\

Prince of Happiness

Wednesday, 16th May, 2007, 10:09 PM

Mmmmm! I'll have to dig up my recipe for cream of chanterelle soup. They grow pretty well up here. :)

Puffballs too. Morels? Don't know. Wooddears, maybe. I hear you can eat young shelf mushrooms as well.

Mycanid

Wednesday, 16th May, 2007, 10:15 PM

'Tis true sir, 'tis true. But only some of the shelf mushrooms. The most famous is the sulphur shelf, or the "chicken o' the woods". They grow all over the place where I am. I once found a 26lb one :eek: in the woods nearby. I was eating it for days.... And yes, I have heard that the NW is an EXCELLENT place for mushroom gathering too.

Anyhoo ... :o

I tell you Gary, I am wishing I could come to the troll lords con more and more. Doesn't look like I will be able to. I may be visiting some friends in far off northern Maine. We'll see.... How I would LOVE to though.

Maybe some day. :)

thedungeondelver

Wednesday, 16th May, 2007, 10:31 PM

Quote:

*Originally Posted by **Mycanid***

I once found a 26lb one :eek: in the woods nearby. I was eating it for days.... And yes, I have heard that the NW is an EXCELLENT place for mushroom gathering too.

Twenty six pounds! That's no trifling thing!

thedungeondelver

Wednesday, 16th May, 2007, 10:33 PM

Mushroom puns aside, Gary, here's something I always wondered: Did you or do you feel happy about the way people embraced the drow as a player race, all considerations of Mr. Salvatore's creation aside?

Mycanid

Wednesday, 16th May, 2007, 10:39 PM

Quote:

*Originally Posted by **thedungeondelver***

Twenty six pounds! That's no trifling thing!

[Slaps himself on the forehead and groans....]

dcas

Wednesday, 16th May, 2007, 11:08 PM

I seem to have fallen into a den of hobbits!

Mycanid

Wednesday, 16th May, 2007, 11:10 PM

Quote:

*Originally Posted by **dcas***

I seem to have fallen into a den of hobbits!

Please direct all comments to Mayor Gygax! :lol:

Prince of Happiness

Wednesday, 16th May, 2007, 11:23 PM

Quote:

*Originally Posted by **Mycanid***

Please direct all comments to Mayor Gygax! :lol:

Indeed! He started it with the menu for the Inn of the Welcome Wench in *Village of Hommlet!*

Col_Pladoh

Thursday, 17th May, 2007, 06:05 PM

Oh all right...

I confess I am a gastronome, love gourmet restaurants, enjoy cooking, and am usually willing to try anything that has the prospect of being good to eat :eek:

And now I am wishing I had paid more attention to my grandfather when he was attempting to teach me about edible mushrooms. I recall him mentioning a shelf fungi that was excellent, I think he said it was orange, but maybe that was one that was poisonous. Ah well.

That mushroom pun didn't ring true.

As for Drow, I never envisaged them as a standard PC race. I guess I erred in not making them more loathesome...although malign subterranean elves that love spiders seem pretty unappealing as is...

Cheers,
Gary

Deuce Traveler

Friday, 18th May, 2007, 03:01 PM

Gary, which OD&D rules will we be using during the Lake Geneva Con? Mentzer's box set rules or Hoyle's or Molday/Cook's? I was thinking of rolling up my characters at home and bringing some, or would it be better just to roll up characters in front of the judges?

JohnRTroy

Friday, 18th May, 2007, 03:15 PM

When Gary uses the term OD&D (Original D&D), he's talking about the box HE wrote, 1974, before he started developing the Advanced and before there was such a separate thing as a Basic Set.

dcas

Friday, 18th May, 2007, 03:28 PM

Quote:

*Originally Posted by **Col_Pladoh***
That mushroom pun didn't ring true.

Not even to a fun guy like you? :lol:

Mycanid

Friday, 18th May, 2007, 03:44 PM

Finally ... someone *else* gets nailed with this pun instead of me. :lol:

thedungeondelver

Friday, 18th May, 2007, 05:38 PM

Quote:

*Originally Posted by **dcas***
Not even to a fun guy like you? :lol:

Don't mind Gary; he's just trying to put another feather in his cap.

Pbartender

Friday, 18th May, 2007, 05:50 PM

Quote:

*Originally Posted by **Col_Pladoh***
As for Drow, I never envisaged them as a standard PC race. I guess I erred in not making them more loathesome...although malign subterranean elves that love spiders seem pretty unappealing as is...

Which exactly what makes them so appealing to a certain sub-set of players... Some people like playing the loathesome critters.

By the by, Gary, I've got a small favor to ask of you...

For the next [Chicago Gameday](#), I'm planning on running a True20 conversion of GW2 - Famine in Far-Go, an old favorite Gamma World adventure module of mine. Now, there is a particular item that the characters can find in the adventure, from which I'd like to make an actual prop to hand to the players, but which would involve using your name and photo.

Out of politeness' sake, I'd like to ask your permission to do so.

Col_Pladoh

Friday, 18th May, 2007, 06:10 PM

Quote:

*Originally Posted by **Deuce Traveler***
Gary, which OD&D rules will we be using during the Lake Geneva Con? Mentzer's box set rules or Hoyle's or Molday/Cook's? I was thinking of rolling up my characters at home and bringing some, or would it be better just to roll up characters in front of the judges?

If I do rin an OD&D game in addition to the LA ines, it will be a house-rules version of the original three-booklet set sans the *Greyhawk* supplement material.

Cheerio,
Gary

Col_Pladoh

Friday, 18th May, 2007, 06:11 PM

Quote:

*Originally Posted by **JohnRTroy***

When Gary uses the term OD&D (Original D&D), he's talking about the box HE wrote, 1974, before he started developing the Advanced and before there was such a separate thing as a Basic Set.

Just so, JRT ;)

Cheers,
Gary

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Gary Gygax Q&A: Part XIII

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Col_Pladoh

Friday, 18th May, 2007, 06:12 PM

Quote:

*Originally Posted by **dcas***

Not even to a fun guy like you? :lol:

Button your lip!

Cheers,
Gary

Col_Pladoh

Friday, 18th May, 2007, 06:13 PM

Quote:

*Originally Posted by **thedungeondelver***

Don't mind Gary; he's just trying to put another feather in his cap.

How can I stem the tide of these mushroom puns?

Cheerio,
Gary

Col_Pladoh

Friday, 18th May, 2007, 06:17 PM

Quote:

*Originally Posted by **Pbartender***

Which exactly what makes them so appealing to a certain sub-set of players... Some people like playing the loathesome critters.

By the by, Gary, I've got a small favor to ask of you...

For the next [Chicago Gameday](#), I'm planning on running a True20 conversion of GW2 - Famine in Far-Go, an old favorite Gamma World adventure module of mine. Now, there is a particular item that the characters can find in the adventure, from which I'd like to make an actual prop to hand to the players, but which would involve using your name and photo.

Out of politeness' sake, I'd like to ask your permission to do so.

Better playing one that being one, eh?

We do watch for unauthorized use of my famous name and likeness...just because :eek:

By all means go ahead and use them for the GW game adventure at Chicago Gameday. After all, I was born in Chicago, lived there as a kid and again as a young man :cool:

Cheerio,
Gary

Pbartender

Friday, 18th May, 2007, 06:24 PM

Quote:

*Originally Posted by **Col_Pladoh***

We do watch for unauthorized use of my famous name and likeness...just because :eek:

Yeah... Even we NPCs have to watch out for that nowadays. :\\

Quote:

Originally Posted by **Col_Pladoh**

By all means go ahead and use them for the GW game adventure at Chicago Gameday. After all, I was born in Chicago, lived there as a kid and again as a young man :cool:

Excellent!

If you don't mind me posting an image of it here, would you like to see the prop? :D

Col_Pladoh

Friday, 18th May, 2007, 06:31 PM

Quote:

Originally Posted by **Pbartender**

...

If you don't mind me posting an image of it here, would you like to see the prop? :D

I would be pleased to see it, have the others here have a look as well:)

Cheerio,
Gary

Pbartender

Friday, 18th May, 2007, 06:45 PM

Quote:

Originally Posted by **Col_Pladoh**

I would be pleased to see it, have the others here have a look as well:)

Thanks for the excuse to show off... :)

Front:

<http://domeier.wikispaces.com/space/...GGID-Front.JPG>

Back:

<http://domeier.wikispaces.com/space/...EGGID-Back.JPG>

...to be printed out on cardstock and laminated.

Mind you, I made a slight change, turning the Chicken Factory into an Dept. of Ag. laboratory, rather than a private Industry R&D facility.

The design is loosely based on the ID cards we use where I work.

Plus, I just got an email from one of my players...

Quote:

btw, I have some Gamma World extras for you, if you want 'em!

An extra rulebook from 2nd edition (considered by many to be the best). And a big map of the U.S. Gamma World-ified. Real nice! I'll bring them Sunday.

Which means I'll actually have an old beat of copy of the Gamma World rules to tuck the ID card into as a bookmark, as described in the adventure... Man, this is the sort of stuff that makes GMing fun. :cool:

thedungeondelver

Friday, 18th May, 2007, 08:20 PM

Quote:

Originally Posted by **Col_Pladoh**

How can I stem the tide of these mushroom puns?

*Cheerio,
Gary*

Ahh, Gary. When they made you they broke the mold.

Col_Pladoh

Friday, 18th May, 2007, 08:48 PM

Sadly, Pbartender,

The pics failed to make it through, as you undoubtedly saw for yourself.

Ciao,
Gary

Col_Pladoh

Friday, 18th May, 2007, 08:52 PM

Quote:

*Originally Posted by **thedungeondelver***

Ahh, Gary. When they made you they broke the mold.

Now, now!

Just because you are rusty there is no need to be slimy and smutty as well. What a blight is such phagocytic punning :mad:

Ciao,
Gary

Pbartender

Friday, 18th May, 2007, 09:18 PM

Quote:

*Originally Posted by **Col_Pladoh***

Sadly, Pbartender,

The pics failed to make it through, as you undoubtedly saw for yourself.

Hrm... I can see them just fine. I'd linked to files attached to another thread -- that's spores to work. :uhoh:

Hold on, let me try something else...

EDIT: There, how's that? Better?

Deuce Traveler

Friday, 18th May, 2007, 09:22 PM

Didn't load for me either. :(

Col_Pladoh

Friday, 18th May, 2007, 09:27 PM

Quote:

*Originally Posted by **Pbartender***

Hrm... I can see them just fine. I'd linked to files attached to another thread -- that's spores to work. :uhoh:

Hold on, let me try something else...

Hooray!

That did it :D

BTW, that's a fitting ID badge, as I did take a couple of years of Ag classes in high school, and I worked on a couple of farms as a young teenager as well.

(If it were permitted here in Lake Geneva I would now have a flock of chickens too :lol: P

Cheerio,
Gary

Joseph Elric Smith

Friday, 18th May, 2007, 09:33 PM

wow gary you say you want to flock a chicken? :)
ken

Col_Pladoh

Friday, 18th May, 2007, 09:47 PM

Quote:

*Originally Posted by **Joseph Elric Smith***

*wow gary you say you want to flock a chicken? :)
ken*

How are your sheep doing, Ken?

:uhoh:
Gary

Mycanid

Friday, 18th May, 2007, 10:19 PM

Ya know Gary ... I have been wondering about something on and off for some time now.

Who thought up the idea of the gelatinous cube? And was there a piece of fiction that sparked it? Or was it just ... jello? :)

Mycanid

Friday, 18th May, 2007, 10:20 PM

Also ... I ... uhh ... guess I should apologize for catalysing so many bad mushroom puns. :o

Col_Pladoh

Friday, 18th May, 2007, 10:33 PM

Quote:

Originally Posted by g ~~My~~canid

Ya know Gary ... I have been wondering about something on and off for some time now.

Who thought up the idea of the gelatinous cube? And was there a piece of fiction that sparked it? Or was it just ... jello? :)

The 'Cube was my cration. It was inspired by the amoeba and gelatin. Perhaps I also had in the back of my mind the old EC Comisc SF story about Mars being covered in dormand gookum, that stuff having devoured all other life forms on the planet. When the crew returns to earth they are feted at a banquet, with a dessert course of strawberry Jello. "Good Grief! It;s dormant gookum!!!"

How I loved those *Weird Science*, *Crypt of Horror*, and all the rest of the EC Comics line

:eek:
Gary

Col_Pladoh

Friday, 18th May, 2007, 10:35 PM

Quote:

*Originally Posted by **Mycanid***

Also ... I ... uhh ... guess I should apologize for catalysing so many bad mushroom puns. :o

I have suspected you did it to get a rhiz-ome out of me...

Ciao,
Gary

Prince of Happiness

Friday, 18th May, 2007, 10:45 PM

Quote:

*Originally Posted by **Col_Pladoh***

The 'Cube was my cration. It was inspired by the amoeba and gelatin. Perhaps I also had in the back of my mind the old EC Comisc SF story about Mars being covered in dormand gookum, that stuff having devoured all other life forms on the planet. When the crew returns to earth they are feted at a banquet, with a dessert course of strawberry Jello. "Good Grief! It;s dormant gookum!!!"

*How I loved those *Weird Science*, *Crypt of Horror*, and all the rest of the EC Comics line*

:eek:
Gary

I love that it's a frickin' CUBE! So it just kinda jiggles and wobbles through corridors to snatch up unwary adventurers.

I have two hardcover collections for *Tales From the Crypt* and *Crypt of Horror*, but I really, really, really want to try getting my hands on the *Weird Science* collection. I loved the one where some astronauts are toying with a Mexican "Jumping Bean" and one astronaut is enraged because they're tormenting a poor little worm. Of course he catches hell from his fellows...any rate, they end up landing on some planet, they get chased by aliens and sure enough, end up in some type of giant bean... The black humor in these comics were just wicked!

Mycanid

Friday, 18th May, 2007, 10:51 PM

Quote:

*Originally Posted by **Col_Pladoh***

The 'Cube was my cration. It was inspired by the amoeba and gelatin. Perhaps I also had in the back of my mind the old EC Comisc SF story about Mars being covered in dormand gookum, that stuff having devoured all other life forms on the planet. When the crew returns to earth they are feted at a banquet, with a dessert course of strawberry Jello. "Good Grief! It;s dormant gookum!!!"

*How I loved those *Weird Science*, *Crypt of Horror*, and all the rest of the EC Comics line*

:eek:
Gary

Care to share the story of the first time in the game you sprung it on the players? :D

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Col_Pladoh

Friday, 18th May, 2007, 11:33 PM

Quote:

*Originally Posted by Prince of Happiness**I love that it's a frigkin' CUBE! So it just kinda jiggles and wobbles through corridors to snatch up unwary adventurers.**I have two hardcover collections for Tales From the Crypt and Crypt of Horror, but I really, really, really want to try getting my hands on the Weird Science collection. I loved the one where some astronauts are toying with a Mexican "Jumping Bean" and one astronaut is enraged because they're tormenting a poor little worm. Of course he catches hell from his fellows...any rate, they end up landing on some planet, they get chased by aliens and sure enough, end up in some type of giant bean... The black humor in these comics were just wicked!*

No question, my favorite comic boocs were those done by EX, including both *Mad* and *Panic*.

The artists were really good too, IMO especially Wallace Wood and Jack Kurtz.

Cheers,
Gary

Col_Pladoh

Friday, 18th May, 2007, 11:36 PM

Quote:

*Originally Posted by Mycanid**Care to share the story of the first time in the game you sprung it on the players? :D*

there was a group going through the 2nd level, and the fighter scouting ahead walked right into the Gelatinous Cube thinking some spell or gas was makinghis vision blurry. Only after that PC being nearly killed did the others note the "floating" coins and such.

That's about the best I can do recalling the incident after 35 years;)

Cheerio,
Gary

ghul

Friday, 18th May, 2007, 11:46 PM

Quote:

*Originally Posted by Col_Pladoh**No question, my favorite comic boocs were those done by EX, including both *Mad* and *Panic*.**The artists were really good too, IMO especially Wallace Wood and Jack Kurtz.*

Cheers,
Gary

Al Williamson was one of my favorites. I had the pleasure of meeting him once, and he signed my *Weird Science-Fantasy* comic from 1954 that he'd done the cover art for. He was the artist for one of the interior stories as well, Wally Wood doing one of the others. Stephen King often cites the old EC comics as his original inspiration to become a writer, as well as films like *Creature from the Black Lagoon*.

Col_Pladoh

Saturday, 19th May, 2007, 04:32 PM

Quote:

*Originally Posted by ghul**Al Williamson was one of my favorites. I had the pleasure of meeting him once, and he signed my Weird Science-Fantasy comic from 1954 that he'd done the cover art for. He was the artist for one of the interior stories as well, Wally Wood doing one of the others. Stephen King often cites the old EC comics as his original inspiration to become a writer, as well as films like Creature from the Black Lagoon.*

Yes indeed...

When my wretched half-sister took it upon herself to destroy a whopping great cardboard carton full of my comics and magazines (a *Playboy* #1 included in there) because she did nin want her two sons reading them, I would gladly have throttled that witch. they were in the attic of my

grandparents' house, where I lived and she was temporarily dwelling while her husband established his optometric practise.

Sorry to grumble over lost comics, but it grates on me after a half-century :]

Cheerio,
Gary

Mycanid

Saturday, 19th May, 2007, 04:41 PM

A very good morning to you sir! :D

More butter boletes today ... I will let them grow a bit, yet. :)

Anyhoo ... a question, if I may.

Iggwilv. What can you tell me about her origins people wise (who thought her up, that is) and how did she manifest herself in early adventures? First I heard of her, of course, was in module S4. Was she always a "background villian"?

Col_Pladoh

Saturday, 19th May, 2007, 08:28 PM

Quote:

*Originally Posted by **Mycanid***

A very good morning to you sir! :D

More butter boletes today ... I will let them grow a bit, yet. :)

Anyhoo ... a question, if I may.

Iggwilv. What can you tell me about her origins people wise (who thought her up, that is) and how did she manifest herself in early adventures? First I heard of her, of course, was in module S4. Was she always a "background villian"?

As a matter fact Iggwilv is my creation. She was inspired by Louhi the Finnish uberwitch and Baba Yaga of Russian folklore. I never had her as an active antagonist, more of a behind the scenes manipulator.

Cheerio,
Gary

thedungeondelver

Saturday, 19th May, 2007, 08:36 PM

Gary, this was mentioned over at the acaeum.com so I reckoned I'd ask where you could see it...

How did MAR Barker's *Imperial Arms* come to be published by TSR and what was his relationship with the company during the printing of that first edition of the game?

Also, we note that the game featured a full-color vinyl map, comb-bound rule booklets (A4 sized at that) and that the overall price for *Imperial Arms* was princely \$25.00 back in 1975, which would be the equivalent today of charging \$100 or more for a single RPG boxed set. Can you shed a little light on the decision to go ahead with such an expensive product?

Col_Pladoh

Saturday, 19th May, 2007, 08:49 PM

Quote:

*Originally Posted by **thedungeondelver***

Gary, this was mentioned over at the acaeum.com so I reckoned I'd ask where you could see it...

*How did MAR Barker's **EMPIRE OF THE PETAL THRONE** come to be published by TSR and what was his relationship with the company during the printing of that first edition of the game?*

*Also, we note that the game featured a full-color vinyl map, comb-bound rule booklets (A4 sized at that) and that the overall price for **EMPIRE OF THE PETAL THRONE** was a princely \$25.00 back in 1975, which would be the equivalent today of charging \$100 or more for a single RPG boxed set. Can you shed a little light on the decision to go ahead with such an expensive product?*

To be concise:

Phil Barker contacted me as he was concerned that his use of some of the mechanics from the D&D game might infringe on TSR's rights. I looked at the game ms. played it with Dave Sutherland as the GM, and told Prof. Barker that TSR would be happy to publish EPT as a premier RPG. All the bells and whistles were to make the game as close to that Phil presented to his players. We liked the game a lot, and a carload of TSR people, myself included, drove up to the Twin Cities to see the Professor at his house, play an EPT adventure with him as the GM. All of that is why it came out as it did. I doubt that we lost money, likely made a minor profit in fact, but sales tapered off so we could not afford to do a reprint when the stock ran out.

It was a feather in TSR's cap to produce such an RPG.

Cheerio,
Gary

thedungeondelver

Sunday, 20th May, 2007, 12:06 AM

Quote:

Originally Posted by **Col_Pladoh**

To be concise:

Phil Barker contacted me as he was concerned that his use of some of the emchanics from the D&D game might infringe on TSR's rights. I looked at the game ms. played it with Dave Sutherland as the GM, and told Prof. Barket that TSR would be happy to publish EPT as a premier RPG. All the bells and whistles were to make the game as close to that Phil presented to his players. We liked the game a lot, and a carload of TSR people, myself included, drove up to the Twin Cities to see the Professor at his house, play an EPT adventure with him as the GM. All oif that is why it came out as it did. I doubt that we lost money, likely made a minor profit in fact, but sales tapered off so we could not afford to do a repring when the stock ran out.

It was a feather in TSR's cap to produce such an RPG.

Cheerio,
Gary

Fascinating.

I, during better financial times, bought a complete set from that era from a private seller to scavenge material for my u &u ('74) game. Sadly, I found that while i l **PIs i m k . e i Pi . AR .** ~~essa~~ quite complete game unto its own, it wasn't very compatible with the **Gs i b e Al c** campaign I was building.

Hmm, perhaps someday if the adventurers find the spaceship in o 1 i **XPi u l. Imp . m . e i f As s li sll Pladoh** some kind of link then ;)

Col_Pladoh

Sunday, 20th May, 2007, 04:07 PM

Quote:

Originally Posted by **thedungeondelver**

Fascinating.

*I, during better financial times, bought a complete set from that era from a private seller to scavenge material for my **D&D** ('74) game. Sadly, I found that while **EMPIRE OF THE PETAL THRONE** is a quite complete game unto its own, it wasn't very compatible with the **GREYHAWK** campaign I was building.*

*Hmm, perhaps someday if the adventurers find the spaceship in **S3 EXPEDITION TO THE BARRIER PEAKS** I'll make some kind of link then ;)*

Phil also did *War of Wizards*, a somewhat complex but entertaining two-player game of spell combat on a board similar to a football field. TSR sold a few thousand copies of that game.

As for EPT, it was IMO a lot of fun to play but very difficult to GM. With a knowledgeable GM the game was an exotic blast. When GMed by someone less than expert it was a toingue-twisting bore.

Cheerio,
Gary

Dannyalcatraz

Tuesday, 22nd May, 2007, 05:32 AM

Just thought I'd pass this along to brighten your day...

A younger buddy of mine just returned from a tour in Baghdad, all safe & sound.

While he was over there, one of his squadmates came up with a way for them to pass their downtime. He turned him and some others onto RPGs- specifically, D&D 2Ed. Apparently, it was somewhat of a Monty Haul campaign, but it was a great stress reliever.

I know- not *really* your game, but I thought you'd like to know that the hobby you helped create is still growing, and in places that may not seem to be gaming-friendly.

Col_Pladoh

Tuesday, 22nd May, 2007, 05:29 PM

Quote:

Originally Posted by **Dannyalcatraz**

Just thought I'd pass this along to brighten your day...

A younger buddy of mine just returned from a tour in Baghdad, all safe & sound.

While he was over there, one of his squadmates came up with a way for them to pass their downtime. He turned him and some others onto RPGs- specifically, D&D 2Ed. Apparently, it was somewhat of a Monty Haul campaign, but it was a great stress reliever.

I know- not really your game, but I thought you'd like to know that the hobby you helped create is still growing, and in places that may not seem to be gaming-friendly.

Right on!

When my son was in the Middle East with 1st Armored for Desert Shield/Desert Storm, he said they played a good deal of a bastardized version of AD&D...mainly because nobody had any rules books. :lol:

Cheers,
Gary

Dannyalcatraz

Tuesday, 22nd May, 2007, 08:57 PM

Well, depending on your FLGS, you (and the rest of us, of course) may be able to rectify that for others.

The Lone Star Comics chain in Dallas/Fort Worth has been accepting donations of books to send to the troops.

When my dad was called up to serve in Desert Storm (in Germany- he's an MD), he was bored stiff- very little engaging English-language entertainment to be had- and he speaks some German! I sent him tapes of his favorite music...

So I knew the troops in the Middle East must be bugging out bored- so I sent a LOT of books. I go every couple of months to Half-Price Books and buy up \$50-100 worth of sci-fi/fantasy/horror/mystery anthologies and self-contained novels (ie, nothing that's part of a series) to send...

Then I asked (prompted by a thread on these boards) if they'd take gaming material. They asked their USO connection, and said yes. I sent them about 4 sets of dice and a bunch of RPGs- HERO 5th, The D&D 3.5 Core books + some Oriental Adventures stuff, Mutants & Masterminds, some Deadlands stuff, GURPS 3Ed and so forth. Some was new, some from Half-Price Books, but always at least the core stuff needed to play the game.

I'm sure they'd take about anything relatively portable, really- playing cards, boardgames- just ask around. (I wouldn't send anything electronic, though- from what I understand, they don't fare well in the desert heat & sand.)

Mycanid

Tuesday, 22nd May, 2007, 10:50 PM

Quote:

*Originally Posted by **Col_Pladoh***

As for EPT, it was IMO a lot of fun to play but very difficult to GM. With a knowledgeable GM the game was an exotic blast. When GMed by someone less than expert it was a toingue-twisting bore.

*Cheerio,
Gary*

Got that straight. :)

Col_Pladoh

Wednesday, 23rd May, 2007, 12:10 AM

I have sent a note to Troll Lord Games about game donations for the troops in Iraq.

I was never quite up for GMed the EPT game, but I did have fun playing it/

Cheerio,
Gary

haakon1

Wednesday, 23rd May, 2007, 07:47 AM

Quote:

*Originally Posted by **Col_Pladoh***

When my son was in the Middle East with 1st Armored for Desert Shield/Desert Storm, he said they played a good deal of a bastardized version of AD&D...mainly because nobody had any rules books. :lol:

Two of the guys I game with were in Desert Storm. The ranger was a tank commander (now a Finance guy) and the wizard was a medical technician (now a pharmacist).

That's the good thing about the 30-something generation (I think we used to be called Gen X when we were 20-something) . . . a lot of us have AD&D hard coded to our brains, so we don't need no stinking rules to play it. Well, I haven't played it in 10 years, due to player demand for the latest version, but I figure it's still in there somewhere.

A longsword costs 15 gp, does 1-8, plate mail with a shield is AC 2, etc. :)

Moggthegob

Wednesday, 23rd May, 2007, 08:45 AM

This may have already been asked a long while back. But what was the deal with Robilar? Did you turn him into a villain after the guy who played him stopped playing or was that something out of your control. The source of this question is what happens when two guys talk for 10 hours about campaign settings....

Col_Pladoh

Wednesday, 23rd May, 2007, 04:08 PM

Quote:

Originally Posted by **haakon1**

Two of the guys I game with were in Desert Storm. The ranger was a tank commander (now a Finance guy) and the wizard was a medical technician (now a pharmacist).

That's the good thing about the 30-something generation (I think we used to be called Gen X when we were 20-something) . . . a lot of us have AD&D hard coded to our brains, so we don't need no stinking rules to play it. Well, I haven't played it in 10 years, due to player demand for the latest version, but I figure it's still in there somewhere.

A longsword costs 15 gp, does 1-8, plate mail with a shield is AC 2, etc. ;)

Quite so...

Even after designing two different FRPG systems and playing them extensively now and then I find myself inadvertently thinking in AD&D terms- or even way back in OD&D ones.

Cheers,
Gary

Col_Pladoh

Wednesday, 23rd May, 2007, 04:13 PM

Quote:

Originally Posted by **Moggthegob**

This may have already been asked a long while back. But what was the deal with Robilar? Did you turn him into a villain after the guy who played him stopped playing or was that something out of your control. The source of this question is what happens when two guys talk for 10 hours about campaign settings....

Rob Kuntz decided to have Robilar a Lawful Evil PC around the middle of 1974, IIRR. He remained with that alignment until he ceased playing the Character... whenever that was in the 1970s.

Anything about Robilar that Rob or I did not write is not from my/our Greyhawk Campaign.

Ciao,
Gary

Son_of_Thunder

Wednesday, 23rd May, 2007, 04:20 PM

Quote:

Originally Posted by **haakon1**

Two of the guys I game with were in Desert Storm. The ranger was a tank commander (now a Finance guy) and the wizard was a medical technician (now a pharmacist).

That's the good thing about the 30-something generation (I think we used to be called Gen X when we were 20-something) . . . a lot of us have AD&D hard coded to our brains, so we don't need no stinking rules to play it. Well, I haven't played it in 10 years, due to player demand for the latest version, but I figure it's still in there somewhere.

A longsword costs 15 gp, does 1-8, plate mail with a shield is AC 2, etc. ;)

Amen, Ogre hit die 4+1.

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archibael

Thursday, 24th May, 2007, 08:43 PM

Gary,

So nice to be able to chat with an industry legend... heck, pretty much *the* industry legend, for industry = RPG.

I've been lurking here for awhile, and reading your stuff got me interested in... reading your stuff :) so I dug out my old worn copies of the Gord books and am about halfway through right now. Still love them for what they reveal about your ideas for Oerth-- how I wish we had seen what you had in mind for Western Oerik and the other continents, too, aside from the bare hints we get from some of the characters Gord meets in *Sea of Death*.

A couple of quick questions: you mention tons of new Lower Planes denizens in the later Gord books, but the ones that jump out at me are the dumalduns, the dreggals, and the maelvis. If I recall correctly, you revealed (in the fight in Gravestone's lair) that the dumalduns were composed of malign and fell homonids (chimps, mandrills, gorillas, etc.) so I can sort of imagine the various species of dumalduns fairly well, and how to develop them in my own Greyhawk campaigns.

But what of dreggals, maelvis? Cacodemons (from Pandemonium, perhaps)? Did you actually have these defined in your campaign, or in your head, or did you just name them and figure you'd detail them when/if Gord ever encountered them? I don't hope for AD&D stats for them, but just a thumbnail sketch, perhaps? "Maelvis are automatons shaped like various living beings" and "Dreggals look like balloon animals" would be sufficient to get my imagination spinning in the right direction.

Also, in a completely separate question, how much of Gord's story changed post-TSR? At the time, I thought you had modified Gord's tale to make him more powerful and take it him a direction which would divorce him more and more from the portions of his world owned by TSR. But rereading your intro to "At Moonset, Blackcat Comes", you identified his destiny as "deposer of deities" even then, so I'm back to believing you had most of his life and times planned out (except perhaps the ultimate end of *Dance of Demons*-- I've got to think you wouldn't have decimated Oerth if Certain Witches had not caused you to lose the reins behind it.)

In a humorous anecdote, some time after *Dance of Demons* was published, someone wrote into Dragon magazine inquiring what the future of the Greyhawk product line would be now that Oerth was destroyed. The answering editor either didn't know about *Dance of Demons* or he deliberately pretended not to, as his answer was something like, "What are you talking about? Oerth is not destroyed. In fact, next month, TSR will release it's latest in a line of great Greyhawk modules entitled..."

Count me in for more Gord novels, BTW: and I second the suggestion made by a poster somewhere upstream: detail the ten years of Gord's life on the high seas that we miss between *Sea of Death* and *Come Endless Darkness*. Buccaneering, Hepmonaland and the Amedio Jungle (sorry, those are probably copyright someone else now... "The Land of the Hep-men and the Amdemio Rain Forest")... I'd love to see Gord's adventures on the high seas with Barrel and Dohojar, zehaab.

Col_Pladoh

Thursday, 24th May, 2007, 09:39 PM

Hello Archibael,

Whew! That is some epistle ypu posted for me... Many thanks for the very kind words.

I will answer you in three parts: first the basis for the contemplated new Gord novel, second the undetailed/unknown critters in the books, and finally the direction of the series after I parted company with TSR.

I was thinking mainly of Gord's adventures as a young man in Greyhawk, as sketched out in *Night Arrant*, but your suggestion for a wider-ranging tale is worth considering! I will see what my collaborator has to say, and what input John R. Troy might have in this regard.

I never developed stats for these monsters, as none of my players were sufficiently high in level to deal with them. I envisioned Dreggals as the egg-like, bird-like-and fish-like demons or devils illustrated by Durer or Dore...or some similar artist. They are relatively weak individually but come in companies. Maelvis were imagined as flying demons of bat-like sort, IIRR, also of no great power individually but strong when operating in company. A Cacodemon is shown on the cover of *Artifact of Evil*. These are very bad critters. Pamdemonium is a likely home for them.

the course of Gord's story changed considerably after I parted from TSR...that is pretty evident from the destruction of Oerth. Tharizdun would have been neutralized in some other manner had some more palatable conclusion of my association with TSR been the case. As a matter of fact I had in mind another story that would effectively restore Oerth--an alternate one, but virtually the same as Gord's original homw world, but where Tharizdun did not exist.

It is most likely the magazine editor's response was aimed at negating the tale I wrote that destoryed the World of Greyhawk.

Cheerio,
Gary

Troll Lord

Thursday, 24th May, 2007, 10:00 PM

Quote:

Originally Posted by **Col_Pladoh**

I have sent a note to Troll Lord Games about game donations for the troops in Iraq.

I was never quite up for GMing the EPT game, but I did have fun playing it!

*Cheerio,
Gary*

TLG is fairly active in sending material to troops stationed overseas. At least we try to be. :) We've shipped boxes of PHs and MTs to the 101st last year and again this to troops in the Green Zone and Kuwait. These all go free of charge of course. I just shipped a box of material for Ziggeraut Con as well.

It's not really explained on our website but anyone any branch of the military gets an automatic 50% discount when ordering TLG products from the site and any units in theater get material shipped to them for free. We do a simple check on our end to make certain the recipient isn't some crazy dude from Wisconsin (you know how those folks in Wisconsin are haha) and once cleared, we ship. So pass the word along to your military buddies both over here and over there.

Thanks,
Steve

ragboy

Thursday, 24th May, 2007, 10:40 PM

I came out of the OD&D/AD&D set. We played 2nd, 3.0 and 3.5, but as a group, we've always ended up back at AD&D. My kids and I just started an OD&D game, and I just 'discovered' OSRIC.

Any thoughts on it and C&C bringing more gamers (new and old) back into the AD&D/OD&D fold?

Col_Pladoh

Thursday, 24th May, 2007, 10:49 PM

Quote:

*Originally Posted by **ragboy***

I came out of the OD&D/AD&D set. We played 2nd, 3.0 and 3.5, but as a group, we've always ended up back at AD&D. My kids and I just started an OD&D game, and I just 'discovered' OSRIC.

Any thoughts on it and C&C bringing more gamers (new and old) back into the AD&D/OD&D fold?

The only effective means of actually bringing significant numbers of new participants to the RPG hobby is by an extensive campaign of advertising a simple starter RPG at a reasonable price.

Anything else is basically fighting over existing participants, and old-timers teaching their children to game.

Cheers,
Gary

Dannyalcatraz

Friday, 25th May, 2007, 04:42 AM

Good on ya, Troll Lord!

FATDRAGONGAMES

Friday, 25th May, 2007, 05:10 AM

Quote:

*Originally Posted by **Col_Pladoh***

The only effective means of actually bringing significant numbers of new participants to the RPG hobby is by an extensive campaign of advertising a simple starter RPG at a reasonable price.

Anything else is basically fighting over existing participants, and old-timers teaching their children to game.

*Cheers,
Gary*

I couldn't agree more. I know several kids locally here that wanted to get into D&D but couldn't because of the \$90+ buy in. This is why I absolutely love C&C, \$40 and you have everything you need. I am very excited to see the C&C Quick Start Rules being distributed on Free RPG Day as well.

gideon_thorne

Friday, 25th May, 2007, 05:15 AM

Quote:

*Originally Posted by **FATDRAGONGAMES***

I couldn't agree more. I know several kids locally here that wanted to get into D&D but couldn't because of the \$90+ buy in. This is why I absolutely love C&C, \$40 and you have everything you need. I am very excited to see the C&C Quick Start Rules being distributed on Free RPG Day as well.

Keep a weather eye out for the C&C Basic set forthcoming as well. Complete rules in a box, with a much more basic theme. Race classes and all. ^_~`

FATDRAGONGAMES

Friday, 25th May, 2007, 05:25 AM

Quote:

*Originally Posted by **gideon_thorne***

Keep a weather eye out for the C&C Basic set forthcoming as well. Complete rules in a box, with a much more basic theme. Race classes and all. ^_~`

Yeah, I'm planning on getting this as well (I love RPGs that come in a box!) :D
Have they posted a release date yet? The last time I cruised their site it was listed as TBA.

gideon_thorne

Friday, 25th May, 2007, 05:29 AM

Quote:

*Originally Posted by **FATDRAGONGAMES***

*Yeah, I'm planning on getting this as well (I love RPGs that come in a box!) :D
Have they posted a release date yet? The last time I cruised their site it was listed as TBA.*

Summer...ish. This year. Next couple of months or so. Cant be more specific than that.

Dannyalcatraz

Friday, 25th May, 2007, 08:42 AM

Quote:

The only effective means of actually bringing significant numbers of new participants to the RPG hobby is by an extensive campaign of advertising a simple starter RPG at a reasonable price.

One of the best deals in gaming history were the Microgames Melee/Wizard/Advanced Wizard/In the Labyrinth.

Only a few stats, PC gen in under 10 minutes, combat maps & cardboard critter & character chits...and all for about \$20, +\$5 per adventure. Production values were one step above the Cheapass Games.

Something along those lines hitting the market could be a boon to the industry/hobby.

If it were done as an industrywide cooperative marketing ploy- say, having a national "Learn an RPG" day, instead of/in conjunction with "Free RPG" day- just to get people to try it on for size?

Could be a real winner- you'd potentially bring in a bunch of new blood to the hobby, and you'd almost definitely demystify/destigmatize the hobby somewhat.

Col_Pladoh

Friday, 25th May, 2007, 06:03 PM

One has to wonder why WotC are not making major advertising and promotion efforts for D&D in this regard.

Cheers,
Gary

ragboy

Friday, 25th May, 2007, 06:51 PM

Quote:

*Originally Posted by **Col_Pladoh***

The only effective means of actually bringing significant numbers of new participants to the RPG hobby is by an extensive campaign of advertising a simple starter RPG at a reasonable price.

Anything else is basically fighting over existing participants, and old-timers teaching their children to game.

*Cheers,
Gary*

I'm sure you're not discounting old-timers teaching gaming to the brats of the age. My four little acolytes have proselytized the game to various friends. My nephews actually have converts that play at school! Back in my day, we didn't talk about D&D at school. The first rule about D&D club was that there was no D&D club.

I think the draw to paper rpg gaming has flipped an earlier tendency, though. As kids, we drifted from paper rpgs to computer rpgs (and developed our own). The kids today seem drawn to paper rpgs because they enjoy computer versions, but the computer games are too limiting. Is anyone tapping that tendency?

Quote:

*Originally Posted by **Col_Pladoh***

One has to wonder why WotC are not making major advertising and promotion efforts for D&D in this regard.

*Cheers,
Gary*

There *is* a "basic" version of the current i &i game out there, and it's for sale at toy stores and general retailers - at least online. I haven't seen it in the wild, but then I haven't looked that closely either.

With that said, I also don't see major advertising and promotion of it either, and at a glance it rather looks like an encapsulated form of the game with no room for expansion. Granted, one could make the same argument about J.Eric Holmes' edit of the i &i rules. However, when I read a review for the new i l s Gmk s . & i e AGk s . R A. I he GA it appears less of an RPG and more of a minis/boardgame (like i m. p ms b : l k l e s mc . Is b o m o r A e n i l s Gmk with little or no ability for players to expand beyond the limited confines of the contents of the box.

Col_Pladoh

Friday, 25th May, 2007, 10:09 PM

With all due respect to those grognards that teach their children to play and enjoy RPGs, this trickle of new blood merely slows the decline of the audience for paper games. Most computer gamers want instant gratification, and they get that by playing anytime they wish, for as long as desired, with friends if they like, and fast game rewards so that their PCs gain all manner of goodies and umpteenth level in short order. They also get the satisfaction of PKing, or taking revenge for that being done to them.

Without substantial active advertising solicitation for new paper RPG players, the audience for this game form will never expand, and more likely shrink as attrition thins the ranks of active devotees.

WotC should be marketing an introductory boxed D&D game at a low purchase price, this work designed to interest the participant in expanding the game into the full-blown D&D offering--most easily by acquiring additional sets as was done with Original D&D. Of course, they no longer have effective consumer interest/loyalty-building support vehicles such as GenCon, the magazines, and an active RPGA, so it seems doubtful to me that there will ever be a campaign to recruit new persons to the RPG hobby. Likely that concept is totally foreign to Hasbro.

Cheerio,
Gary

tylerthehobo

Friday, 25th May, 2007, 11:57 PM

Hard words to hear, but as a fella who runs open games in a comic book shop for newbies, stuff that sounds pretty accurate... :\

Col_Pladoh

Saturday, 26th May, 2007, 04:58 PM

Quote:

*Originally Posted by **tylerthehobo***

Hard words to hear, but as a fella who runs open games in a comic book shop for newbies, stuff that sounds pretty accurate... :

Just so...

It disturbs me considerably that WotC is not actively seeking to expand the participant base for the D&D game by the means I noted. TSR expended a lot of effort in this regard, and it was quite successful. WotC has the means that TSR had, and no campaign has been launched.

Cheers,
Gary

Gentlegamer

Saturday, 26th May, 2007, 05:11 PM

Quote:

*Originally Posted by **Col_Pladoh***

*Of course, they no longer have effective consumer interest/loyalty-building support vehicles such as GenCon, the **magazines**, and an active RPGA, so it seems doubtful to me that there will ever be a campaign to recruit new persons to the RPG hobby. Likely that concept is totally foreign to Hasbro.*

My first introduction to D&D was the cartoons, then I found the Endless Quest books, then I found *Dragon* magazine (in my local library!).

I gamed "vicariously" through *Dragon* for a couple years (playing a "no rules" D&D with a friend in middle-school) before I found the D&D basic set (big black box). I had tried playing with the AD&D Player's Handbook (Zeb the Destroyer edition), but it really didn't explain the "whole picture" of playing the game enough . . . the basic set did. I was able to teach myself and my friends how to play.

I guess what I'm saying is that my experience testifies to exactly what you said. Without those entry points to the game, I may never have

tylerthehobo

Saturday, 26th May, 2007, 05:18 PM

Quote:

*Originally Posted by **Col_Pladoh***

Just so...

It disturbs me considerably that WotC is not actively seeking to expand the participant base for the D&D game by the means I noted. TSR expended a lot of effort in this regard, and it was quite successful. WotC has the means that TSR had, and no campaign has been launched.

*Cheers,
Gary*

Yep, not to drag the discussion out past what you've already laid out as the endgame, but I look around the shop sometimes when a newbie comes in to join a game that they see underway, and when they ask "Can I play?" it should be simpler. If I hand somebody a character sheet (whether they're 12 or 30), I've got to halt play 5-10 minutes to explain it to them, or hope that one of the other players can coach them well enough block by block, as we go along.

I'm wondering if the new online editions of *Dragon* and *Dungeon* are intended in WotC's mind to speak to that World-of-Warcraft demographic, but let's be real - the 10-16 year old bracket that should be marketed to for the game aren't going to be sitting around online reading about the game - they want a "turnkey" intro game that they can play. Heck, even if they made a free online edition of the basic game that allowed for multiple visits through different scenarios and classes, so that new players could get exposure to how the game works, in a medium that they're familiar with, that'd be a great start. (And yes, I'm familiar with the "intro to d&d" onesie that you can "play" via flash on the WotC website - I'm talking about something of a larger scale.)

(end grump)

NewJeffCT

Saturday, 26th May, 2007, 05:28 PM

Quote:

*Originally Posted by **Col_Pladoh***

WotC should be marketing an introductory boxed D&D game at a low purchase price, this work designed to interest the participant in expanding the game into the full-blown D&D offering--most easily by acquiring additional sets as was done with Original D&D. Of course, they no longer have effective consumer interest/loyalty-building support vehicles such as GenCon, the magazines, and an active RPGA, so it seems doubtful to me that there will ever be a campaign to recruit new persons to the RPG hobby. Likely that concept is totally foreign to Hasbro.

*Cheerio,
Gary*

I agree 100% with that - way back around 1979 or 1980 or so, I purchased the original Basic boxed set along with "Keep on the Borderlands" - that got me into gaming when I was 13 or 14 years old. (or was that 1981? I forget) - but, from there, I moved up to "Advanced D&D" and the hardcover PHB, Monster Manual & DMG. I think the original boxed set was lost over time, but I still have my original dice (my d20 is almost round now it's been used so much... and, since it seems to land on "2" an inordinate amount of times, it's been retired)

And, I know others around my age that got into gaming the same way - through that old Basic set. I think with the popularity of fantasy like the recent "Lord of the Rings" movies, as well as the Harry Potter books & movies and the Eragon books, it seems like an effort should be made towards those kids that are in the 12-18 years old range. If you could get just 1 in 50 or 1 in 100 of the readers in that range to play D&D, it would definitely boost the hobby for the long-term.

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Gary Gygax Q&A: Part XIII

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ragboy

Saturday, 26th May, 2007, 05:39 PM

Quote:

Originally Posted by **thedungeondelver***[font=century gothic]**There is a "basic" version of the current **D&D** game out there, and it's for sale at toy stores and general retailers - at least online. I haven't seen it in the wild, but then I haven't looked that closely either.*

We have both versions, and, as alluded to, it's basically a one-shot adventure with some pre-made characters and not much attention paid to how to do anything in the game. It's less a "miniatures" game, though, which surprised me. Definitely not like Descent. I don't know if you've actually played, but Descent is rather complicated, mostly because you have to keep track of handful of different tokens.

The "Player's Kit" wasn't much better. It includes a soft-bound 3.5 Players' handbook and a summary of the rules. The basic game loosely connects to some of WotC's intro modules (Howling Horde, most notably), but there's nothing like the Basic->Expert->etc. of the old basic game.

Col. Pladoh is right, of course. I'd like to see C&C or this new OSRIC push produce a full basic game that ties directly in with the more complex game rules, market it...hell give it away for almost free... tie it in with a computer version (where you need both to play, or something).

thedungeondelver

Saturday, 26th May, 2007, 05:45 PM

Quote:

Originally Posted by **ragboy***We have both versions, and, as alluded to, it's basically a one-shot adventure with some pre-made characters and not much attention paid to how to do anything in the game. It's less a "miniatures" game, though, which surprised me. Definitely not like Descent. I don't know if you've actually played, but Descent is rather complicated, mostly because you have to keep track of handful of different tokens.**The "Player's Kit" wasn't much better. It includes a soft-bound 3.5 Players' handbook and a summary of the rules. The basic game loosely connects to some of WotC's intro modules (Howling Horde, most notably), but there's nothing like the Basic->Expert->etc. of the old basic game.**Col. Pladoh is right, of course. I'd like to see C&C or this new OSRIC push produce a full basic game that ties directly in with the more complex game rules, market it...hell give it away for almost free... tie it in with a computer version (where you need both to play, or something).*

Then Wizards of the Coast has failed the most fundamental hurdle jump in keeping **D&D** viable.

Geoffrey

Saturday, 26th May, 2007, 06:27 PM

Quote:

Originally Posted by **ragboy***I'd like to see C&C or this new OSRIC push produce a full basic game that ties directly in with the more complex game rules, market it...hell give it away for almost free... tie it in with a computer version (where you need both to play, or something).*

The C&C Basic Set is coming out later this year:

<http://www.trolllord.com/newsite/cnc/8951.html>

:)

jdrakeh

Sunday, 27th May, 2007, 08:09 AM

Quote:

Originally Posted by **ragboy***I'd like to see C&C or this new OSRIC push produce a full basic game that ties directly in with the more complex game rules, market it...hell give it away for almost free...*

You may want to look at the [Basic Fantasy RPG](#), which is, in many ways, to the current edition of D&D what the original Basic Set was to AD&D. And, yes, it's free -- but also available as a hardcover book or a perfect-bound softcover (both relatively inexpensive).

Col_Pladoh

Sunday, 27th May, 2007, 05:32 PM

Beginner's sets are all well and good. Promoting and marketing such material is the key to their success in attracting new participants to the RPG hobby. WotC does not have an entry level game for newbies, and they have no advertising and promotion campaign aimed at bringing in new blood.

It seems to me that instead of doing so they plan to go after the CRPG player market, those that are into playing WoW and the like. Perhaps I am mistaken. Time will tell.

Cherio,
Gary

haakon1

Monday, 28th May, 2007, 09:43 AM

Quote:

*Originally Posted by **tylerthehobo***

Heck, even if they made a free online edition of the basic game that allowed for multiple visits through different scenarios and classes, so that new players could get exposure to how the game works, in a medium that they're familiar with, that'd be a great start.

I dunno about free, but Temple of Elemental Evil the computer game was awesome, used real (OK, 3e) rules, and was relatively easy for noobs to figure out.

I have no clue why DDO doesn't use real D&D rules (of any edition) . . . I guess they think CRPG players won't go for encumbrance limits, need for sleep and healing, and need for a party to survive . . .

Vyvyan Basterd

Tuesday, 29th May, 2007, 01:58 PM

Hi Gary,

I'm sure you've answered this before and I have my own take on the subject, but a recent post on another forum prompted me to get your take.

Why were half-orcs included as a "core" race in 1E AD&D? Are their origins meant to be grounded in rape? If so, was this incidence common enough to warrant a complete race (with population data IIRC in the GH material)? Or was there another origin that the 1E PHB didn't go into?

Thanks!

Col_Pladoh

Tuesday, 29th May, 2007, 04:58 PM

Quote:

*Originally Posted by **Vyvyan Basterd***

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Thanks!

Heh...

Who needs a rational for a race in a fantasy game? Half-elves, half-orcs, what's the difference? Both add choices to the game, and that is why they were included ;)

Cheerio,
Gary

Vyvyan Basterd

Tuesday, 29th May, 2007, 05:11 PM

Quote:

*Originally Posted by **Col_Pladoh***

Heh...

Who needs a rational for a race in a fantasy game? Half-elves, half-orcs, what's the difference? Both add choices to the game, and that is why they were included ;)

*Cheerio,
Gary*

Fair enough, some people need to rationalize and other like myself get sucked into debating them. :)

I can think of many reasons why half-orcs would exist beyond the simplistic scenario presented on the aforementioned thread. Some people just get stuck with one view and try to limit choice instead of trying to make it fit. I see monks removed from many games because the "flavor" the

DM has stuck in his head doesn't fit "his" campaign world.

I agree with you that greater choice is a good thing.

Col_Pladoh

Tuesday, 29th May, 2007, 06:19 PM

Quote:

*Originally Posted by **Vyvyan Basterd***

Fair enough, some people need to rationalize and other like myself get sucked into debating them. :)

I can think of many reasons why half-orcs would exist beyond the simplistic scenario presented on the aforementioned thread. Some people just get stuck with one view and try to limit choice instead of trying to make it fit. I see monks removed from many games because the "flavor" the DM has stuck in his head doesn't fit "his" campaign world.

I agree with you that greater choice is a good thing.

Yup!

Half-orcs might well be the result of wedlock between a strange or desperate human and an orc. There is no single answer to any such question.

A DM not allowing monks in their campaign world is fine, but it shows a narrow perspective. Why not an enclave of immigrants of Oriental sort producing a few such individuals? Or even why not wandering monks from far off. Of course either approach will require some considerable adjustment in regards going levels after 8th, but that's an easy quest to set up.

Cheers,
Gary

gideon_thorne

Tuesday, 29th May, 2007, 06:34 PM

Certainly, in a fantasy world, a martial order practicing mind over body techniques that enhance hand to hand or weapons combat, doesn't necessarily have to be of oriental cultural emphasis. ^_^

Vyvyan Basterd

Tuesday, 29th May, 2007, 06:38 PM

Quote:

*Originally Posted by **gideon_thorne***

Certainly, in a fantasy world, a martial order practicing mind over body techniques that enhance hand to hand or weapons combat, doesn't necessarily have to be of oriental cultural emphasis. ^_^

My favorite was the Living Greyhawk player that created his monk as a "Cuthbertian Pugilist." I like twisting the pre-written flavor of classes and thinking outside the box. My Barbarian characters often receive "alternative-flavor" treatment.

Prince of Happiness

Tuesday, 29th May, 2007, 06:48 PM

That was my feelings as well. I mean, hell, in the Western world, it was (still is) thick with some mighty odd esoteric orders and subcultures. I don't see how having a martial artist monk can be that much of a stretch when medieval Europe (which people use as the basis of rejecting the monk class) had extensive contacts with other cultures, particularly the far-wandering Vikings, Basques, Byzantines, Sicilians, and the Iberians.

haakon1

Wednesday, 30th May, 2007, 06:48 AM

Quote:

*Originally Posted by **Vyvyan Basterd***

I can think of many reasons why half-orcs would exist beyond the simplistic scenario presented on the aforementioned thread.

I've had two PC half-orcs. One was the son of a human bandit and a female orc, raised by an orc tribe, as an orcish martial artist -- that would be an assassin.

The other was raised in a human-run orphanage and quested to become a paladin, learning the trade of both Fighter and Lawful Good cleric (of Heimdall) on the way. He never did achieve paladinhood. Few are called, but fewer are chosen. :)

Quote:

*Originally Posted by **Vyvyan Basterd***

I see monks removed from many games because the "flavor" the DM has stuck in his head doesn't fit "his" campaign world.

To each his own, but I'm a fan of monks. Having a "religious" class with good fighting and scouting skills and interesting attitude to life? Why not!

Prince of Happiness

Wednesday, 30th May, 2007, 04:48 PM

Quote:

Originally Posted by **haakon1**

I've had two PC half-orcs. One was the son of a human bandit and a female orc, raised by an orc tribe, as an orcish martial artist -- that would be an assassin.

The other was raised in a human-run orphanage and quested to become a paladin, learning the trade of both Fighter and Lawful Good cleric (of Heimdall) on the way. He never did achieve paladinhood. Few are called, but fewer are chosen. :)

That's what I like to see! I could imagine criminal organizations and the gentry "breeding" half-orcs for their selective qualities, or as accidents of fate in the slums ("I wonder why she insisted on keeping her veil on the whole time." "It was Carnival, I was drunk, how would I know???") of the great cities and rural cesspools ("Wanna breed?" "Shore uh do like that."). Always this rape scenario...bleh.

Nahat Anoj

Wednesday, 30th May, 2007, 11:50 PM

Wind Dukes

Hi Gary,

When I was cutting my gaming teeth on AD&D 2e, I found the brief passage of the Rod of Seven Parts in the AD&D 2e DMG - which describes the ancient Battle of Pesh between the Wind Dukes of Aaqa and Miska the Wolf-spider - to be evocative and intriguing. I presume you were the creator of this mythology (my apologies if I'm wrong!). If so, could you tell us what your sources of inspiration were (if any)? I'm particularly interested in the sources for the Wind Dukes.

Thanks!
Jon

ps Sorry if this question has been answered before - there's a lot of material to search through, and I don't have access to the search function!

Col_Pladoh

Thursday, 31st May, 2007, 04:51 PM

Quote:

Originally Posted by **Jonathan Moyer**

Hi Gary,

When I was cutting my gaming teeth on AD&D 2e, I found the brief passage of the Rod of Seven Parts in the AD&D 2e DMG - which describes the ancient Battle of Pesh between the Wind Dukes of Aaqa and Miska the Wolf-spider - to be evocative and intriguing. I presume you were the creator of this mythology (my apologies if I'm wrong!). If so, could you tell us what your sources of inspiration were (if any)? I'm particularly interested in the sources for the Wind Dukes.

Thanks!
Jon

ps Sorry if this question has been answered before - there's a lot of material to search through, and I don't have access to the search function!

:confused:

Well...

As a matter of fact I had nothing to do with 2E, other than to have been the creator of the game from which it derived, so I can not be of any assistance.

Cheerio,
Gary

Nahat Anoj

Thursday, 31st May, 2007, 05:03 PM

Quote:

Originally Posted by **Col_Pladoh**

As a matter of fact I had nothing to do with 2E, other than to have been the creator of the game from which it derived, so I can not be of any assistance.

Ah, okay. There is a brief mention of them in the AD&D 1e DMG (I just got my D&D start with 2e, but I have some 1e books :)), and they seem to be have been a feature in early Greyhawk, which is what lead me to believe you had a hand in their making.

Sorry for the confusion, but many thanks for your time!

Jon

Col_Pladoh

Thursday, 31st May, 2007, 05:09 PM

Quote:

Originally Posted by **Jonathan Moyer**

Ah, okay. There is a brief mention of them in the AD&D 1e DMG (I just got my D&D start with 2e, but I have some 1e books :)), and they seem to be have been a feature in early Greyhawk, which is what lead me to believe you had a hand in their making.

Sorry for the confusion, but many thanks for your time!

Jon

No problem at all :D

It might have been Schick that came up with the Wind Dukes etc.

Cheerio,
Gary

RFisher

Tuesday, 5th June, 2007, 01:16 PM

Quote:

Originally Posted by **thedungeondelver**

*There is a "basic" version of the current **D&D** game out there, and it's for sale at toy stores and general retailers - at least online. I haven't seen it in the wild, but then I haven't looked that closely either.*

I've seen it in the wild. Though more often at *Half Price Books* than at my FLGS or the brief RPG section in the bookstores.

Quote:

Originally Posted by **Col_Pladoh**

Most computer gamers want instant gratification, and they get that by playing anytime they wish, for as long as desired, with friends if they like, and fast game rewards so that their PCs gain all manner of goodies and umpteenth level in short order.

With the current game's philosophy of "taking the DM out of the equation", you end up with all the disadvantages of a CRPG without the benefits of the computer. Sure, all of us know how to put the DM back into the equation, but mentorless newbies are left to discover that by chance. So, even if they did the marketing that the hobby needs, how many would find the appeal that the face-to-face game holds over the CRPG?

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Gary Gygax Q&A: Part XIII

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Col_Pladoh

Tuesday, 5th June, 2007, 05:14 PM

As a matter of fact...

If I were directing an advertising campaign aimed at bringing new young gamers into the paper RPG hobby, I would spread the ads around so as to target a broader audience than just the computer gaming one.

The trick is to recruit more persons interested in being the GM than those satisfied merely with playing a paper RPG. That way one bets a lot more bang for the advertising buck. the main problem is figuring out how to pull off that trick.

Cheerio,
Gary

JRRNeiklot

Wednesday, 6th June, 2007, 04:49 PM

Hey Gary,

A situation came up in the AD&D game last night. A human bard died due to a bouncing lightning bolt :-). The party decided to reincarnate him and he got lucky enough to roll Ogre Magi. How do I handle this? Does he retain his (14) bard levels? His hit dice? Or does he become an ogre mage straight from the monster manual? I tend to think the latter, but I thought I'd ask the master for his input. I really don't want to screw him over TOO badly. :-)

Thanks.

Col_Pladoh

Wednesday, 6th June, 2007, 05:25 PM

Quote:

Originally Posted by JRRNeiklot

Hey Gary,

A situation came up in the AD&D game last night. A human bard died due to a bouncing lightning bolt :-). The party decided to reincarnate him and he got lucky enough to roll Ogre Magi. How do I handle this? Does he retain his (14) bard levels? His hit dice? Or does he become an ogre mage straight from the monster manual? I tend to think the latter, but I thought I'd ask the master for his input. I really don't want to screw him over TOO badly. :-)

Thanks.

:lol:

What a nasty break for a bard...

I would rule that the newly incarnated ogre mage was strictly that, an ogre mage. However, as time progressed, that individual would begin to feel conflicted with past memories of being a human bard being recalled. I would periodically make checks to see if the ogre mage would bury those memories or manage to develop them sufficiently to actually add some portion of bardic abilities to his repertoire of ogre mage capacities.

Terry Kuntz's fighter, Terik, had subdued and had in service an ogre. In an encounter that character was bitten by a werebear and in time became an ogre werebear. A series of checks discovered that the ogre became TN in alignment because of the different natures involved.

FWIW,
Gary

JRRNeiklot

Wednesday, 6th June, 2007, 05:37 PM

Thanks Gary, that's about what I thought.

Col_Pladoh

Wednesday, 6th June, 2007, 05:53 PM

It is not a dictum but a common sense method of handling matters of this sort.

I reckon that means our common sense and mine are similar :lol:

Cheerio,
Gary

John Drake

Thursday, 7th June, 2007, 05:58 PM

Howdy Gary!

Ok, just curious here about campaign settings in general. Now, first off, let me just say the World of Greyhawk is my favourite setting, so thank you for making it! I really like how everything is laid out so one gets an idea as to how the world is, but have enough freedom to do what ever it is one wants to do with it. My question is then, how do you feel or think about such settings as Forgotten Realms (which I also happen to enjoy, albeit differently) which are so detailed and have countless sourcebooks and the like and did you ever look at the box set detailing the City of Greyhawk (by Doug Niles, iirc)? Just curious as to your perspective on the topic. Thanks for your time Gary!

Col_Pladoh

Thursday, 7th June, 2007, 06:09 PM

Quote:

*Originally Posted by **John Drake***

Howdy Gary!

Ok, just curious here about campaign settings in general. Now, first off, let me just say the World of Greyhawk is my favourite setting, so thank you for making it! I really like how everything is laid out so one gets an idea as to how the world is, but have enough freedom to do what ever it is one wants to do with it. My question is then, how do you feel or think about such settings as Forgotten Realms (which I also happen to enjoy, albeit differently) which are so detailed and have countless sourcebooks and the like and did you ever look at the box set detailing the City of Greyhawk (by Doug Niles, iirc)? Just curious as to your perspective on the topic. Thanks for your time Gary!

Howdy,

As a matter of fact I have been too busy creating game material to spend time perusing other designers' work. I can say that detailed world settings are not at all my cup of tea, for I believe that they constrain the GM's innovation and creativity. A detailed city is another matter. That sort of information assists the GM in creating interesting adventures.

That's about all I can offer.

Cheerio,
Gary

Mark CMG

Thursday, 7th June, 2007, 09:55 PM

Quote:

*Originally Posted by **Col_Pladoh***

As a matter of fact...

If I were directing an advertising campaign aimed at bringing new young gamers into the paper RPG hobby, I would spread the ads around so as to target a broader audience than just the computer gaming one.

The trick is to recruit more persons interested in being the GM than those satisfied merely with playing a paper RPG. That way one bets a lot more bang for the advertising buck. the main problem is figuring out how to pull off that trick.

*Cheerio,
Gary*

Where would you likely try to spread the ads?

Col_Pladoh

Thursday, 7th June, 2007, 11:02 PM

Quote:

*Originally Posted by **Mark CMG***

Where would you likely try to spread the ads?

:confused:

As I am not in charge of an advertising department with a hefty budget, I have no real idea/ That sort of decision must be based on a thorough knowledge of the demographics of prospective players, where they spend their money, etc. I would not spend much on computer banner ads, though, that I assure you. TV is a prime vehicle, Sadly, comic books have faded to a non-factor.

Cheers,
Gary

ColonelHardisson

Sunday, 10th June, 2007, 04:34 PM

Hi Gary. I was wondering if you'd gotten the chance to finish reading "The Peshawar Lancers" yet, and what your opinion of it was.

Col_Pladoh

Sunday, 10th June, 2007, 05:31 PM

Quote:

*Originally Posted by **ColonelHardisson***

Hi Gary. I was wondering if you'd gotten the chance to finish reading "The Peshawar Lancers" yet, and what your opinion of it was.

Ho Colonel,

Yes indeed, I finished reading the *Peshwar Lancers* some time ago. I read it fast, as I enjoyed it. However, after completing it and reflecting a bit this states that the author had survive made me wonder. The USA was a growing world power around the end of the 19th century. It had a fine battle fleet and a huge merchant navy. It could well have moved a moog many of the citizens south into the Caribbean Islands, Mexico, and Central America. Having Russia of all nations survive the mini-ice age and the USA not pull through is absolutely preposterous.

Italy and Greece would also likely have been able to squeek through, not become vassals of the "Sick Old Man of Europe," Turkey. the Turks would have been the main target of Tsarist Russian migration to a warmer clime.

Japan, with a building fleet, might well have gotten through the disaster, of course.

Ah well, ain't historical might-have-beens fun?!

:D
Gary

ColonelHardisson

Wednesday, 13th June, 2007, 02:02 AM

Quote:

Originally Posted by **Col_Pladoh**

Ho Colonel,

Yes indeed, I finished reading the Peshwar Lancers some time ago. I read it fast, as I enjoyed it. However, after completing it and reflecting a bit this states that the author had survive made me wonder. The USA was a growing world power around the end of the 19th century. It had a fine battle fleet and a huge merchant navy. It could well have moved a moog many of the citizens south into the Caribbean Islands, Mexico, and Central America. Having Russia of all nations survive the mini-ice age and the USA not pull through is absolutely preposterous.

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Japan, with a building fleet, might well have gotten through the disaster, of course.

Ah well, ain't historical might-have-beens fun?!

:D
Gary

I see what you're saying, but Stirling did mention that the cometary fragments did devastate the eastern US. This wiped out the largest population concentrations outright, and killed off even more as the mini-ice age gripped the world. Thus there wouldn't have been anyone with the vision and leadership skills - and the wherewithal to use them - like Disraeli in the UK. I think Stirling was clearly subscribing to the "great man" theory of history, witnessed in the visions of Disraeli by the Russian seeress. Without Disraeli - himself killed by the mobs that were left behind - the British Empire would also have fallen. Perhaps an alternate alternate history, set a bit later, could have seen a US ascendant under the leadership of Teddy Roosevelt.

Speaking of Russia, Stirling had the Russian Empire based out of Samarkand, which implies a lot about its size and population, as well as just how ferocious that regime had to be to gather and retain power. Japan apparently is a world power, merged with China, though Stirling has, sadly enough, not pursued that concept. The only thing close to a sequel he's done is a novella in an alternate history anthology, which details the trip to Texas made by the father of the protagonist of "The Peshawar Lancers." I've only been able to read a bit of it, what's available online, but I think there are some fairly oblique references to Robert E. Howard in it - there is a mention of Bear Creek, for example, and some of the "tribes" mentioned seem reminiscent of Howard's names for some of the Hyborian Pict tribes he wrote about.

Hardboiled

Wednesday, 13th June, 2007, 05:54 PM

Bloody server has refused my regular registration two days in a row, today after I had straightened it out yesterday. When I requested a new password an hour ago I was assured an email was on the way, then I re-requested one about half an hour ago. As no email was forthcoming, I am now registered with the noted handle.

Colonel Hardison, a;; I can say is: How did Teddy Roosevelt and all the political leaders in Washington DC happen to be wiped out by meteors? Somehow the whole USA being trashed because the East Coast was hit by some of the meteors seems an easy way to make the surviving UK the cock of the walk.

That said, it was an enjoyable read. Now I am going to order *1945*.

Cheers,
EGG

ColonelHardisson

Thursday, 14th June, 2007, 02:43 AM

Quote:

Originally Posted by **Hardboiled**

Colonel Hardison, a;; I can say is: How did Teddy Roosevelt and all the political leaders in Washington DC happen to be wiped out by meteors? Somehow the whole USA being trashed because the East Coast was hit by some of the meteors seems an easy way to make the surviving UK the cock of the walk.

Well, sure, that's the point. I mean, Stirling wanted a world where the British Raj became the leader of the world, so he had to eliminate potential rivals. The leaders of the US may not have perished *en masse*, but likely the ones that were left were overwhelmed, just as in the UK. The main difference, as I mentioned above, is that Stirling had Disraeli be the one leader left with the vision and clarity to listen to his advisors and act upon the advice. Even that vision wasn't enough to save himself. Apparently whatever leadership was left in the US was even less successful in organizing an effort to survive. It's a literary conceit.

Hardboiled

Thursday, 14th June, 2007, 05:19 PM

Quote:

*Originally Posted by **ColonelHardisson***

Well, sure, that's the point. I mean, Stirling wanted a world where the British Raj became the leader of the world, so he had to eliminate potential rivals. The leaders of the US may not have perished en masse, but likely the ones that were left were overwhelmed, just as in the UK. The main difference, as I mentioned above, is that Stirling had Disraeli be the one leader left with the vision and clarity to listen to his advisors and act upon the advice. Even that vision wasn't enough to save himself. Apparently whatever leadership was left in the US was even less successful in organizing an effort to survive. It's a literary conceit.

Poor Col Pladoh is yet to be recognized by this *^(!#++ server :]

Literary conceit or not, I believe that the rational was weak and rather spoiled the read for me because of the improbability of the large and vigorous USA, an industrial powerhouse with excellent transportation, not surviving, and the degenerate Russian and Turkish states somehow remaining as powers.

As is currently said regarding such matters, weak...

:lol:
Gary

Col_Pladoh

Thursday, 14th June, 2007, 05:27 PM

Ah...

Finally!

I have the old account back online here :D

Cheerio,
Gary a/k/a Hardboiled (EGG)

ghul

Thursday, 14th June, 2007, 10:28 PM

Quote:

*Originally Posted by **Col_Pladoh***

Ah...

Finally!

I have the old account back online here :D

*Cheerio,
Gary a/k/a Hardboiled (EGG)*

Shucks! I was hoping they would next eliminate your ability to be Hardboiled, just to see if your next handle would be SunnySideUp. :p

--Ghul

Mycanid

Friday, 15th June, 2007, 01:54 AM

Quote:

*Originally Posted by **Col_Pladoh***

Ah...

Finally!

I have the old account back online here :D

*Cheerio,
Gary a/k/a Hardboiled (EGG)*

Nice to have you back ... err ... hardboiled? :uhoh:

another thank you

Gary - I just wanted to add my few words of thanks for your role in creating and developing AD&D. The level of detail and thought that went into almost every word in the DMG - for instance the "whores subtable" in the City random encounter tables - gave me many hours of pleasure in my younger years, and its a hobby I hope to rediscover in years to come, perhaps even with my kids.

Thank you also for your unfailing courtesy and humour in this thread. When I first found it - well, vol IX thereof - I could not believe that EGG was just shooting the breeze with the great unwashed.

You have brought so much joy to so many; it is only fair to wish you much happiness in return.

jonesy

Saturday, 16th June, 2007, 08:36 PM

Quote:

*Originally Posted by **Col_Pladoh****Ah...Finally! I have the old account back online here :D*

Hi, Mister G. :)

If you don't mind me asking, how much RPG paraphernalia of yours do you own? As in, do you make it a point to own copies of the things you've published, or is that something you haven't really thought about consciously?

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Mark CMG

Sunday, 17th June, 2007, 07:08 PM

Poppa G,

What is your favorite boardgame of all time?

Thanks and Happy Father's Day!

EvilPheemy

Sunday, 17th June, 2007, 07:40 PM

Happy Father's Day o' Father of the Game. I'd have sent you a tie, but Homlett was all out of *+3 Ties of Charisma*.

Deuce Traveler

Sunday, 17th June, 2007, 10:02 PM

Gary,

I had purchased an airline ticket and a pass for Lake Geneva Con and was very excited to go. However, last weekend my instructor had difficulties sending my library proctor my final exam for my master's degree in history. So I get an e-mail the Sunday night before the trip that the computer issue was resolved and I needed to set aside 6 hours out of my day to take the test or else get a failing grade since I was already taking it late. :(The good news is that I "passed with distinction" from the results of my exam taking this weekend. The bad news is that I missed the Con I was looking forward to since the first opportunity I had to take the exam at the library was on the weekend when I was not working.

So, would you tell those of us here that wished we could have been there how it went?

Thanks!
DT

MerricB

Monday, 18th June, 2007, 01:30 AM

Quote:

*Originally Posted by Col_Pladoh**WotC should be marketing an introductory boxed D&D game at a low purchase price*

They are.

Also: D&D for Dummies, Dungeon Mastering for Dummies.

Quote:

, this work designed to interest the participant in expanding the game into the full-blown D&D offering--most easily by acquiring additional sets as was done with Original D&D.

Hmm. Do the minis and tiles count? Otherwise, Player's Kit.

Quote:

Of course, they no longer have effective consumer interest/loyalty-building support vehicles such as GenCon

True. Run by Peter Adkison now.

Quote:

, the magazines

Going online.

Quote:

, and an active RPGA

RPGA is very active as far as I can see.

I've seen Wizards market the D&D Basic game through library participation activities, and a promotion on the History Channel. I don't buy non-D&D magazines and comics, so I'm not in the target audience any more for such things and cannot comment.

I know that Charles Ryan was very happy with sales of the D&D Basic Game when I asked him about it a couple of years ago. Since then there has been a new edition; I really need to ask Scott Rouse about how Wizards promote D&D these days.

Of course, Gleemax.com is also intended to promote D&D for these internet-capable youths... more and more of the audience.

Cheers!

Col_Pladoh

Monday, 18th June, 2007, 06:20 PM

Quote:

*Originally Posted by **ghul***

Shucks! I was hoping they would next eliminate your ability to be Hardboiled, just to see if your next handle would be SunnySideUp. .p

--Ghul

That sort of thing would be shirred agony for me. Thankfully afdter I scrambled to correct the problem the server coddled me :uhoh:

:lol:

Gary

Col_Pladoh

Monday, 18th June, 2007, 06:25 PM

Quote:

*Originally Posted by **jonesy***

Hi, Mister G. :)

If you don't mind me asking, how much RPG paraphernalia of yours do you own? As in, do you make it a point to own copies of the things you've published, or is that something you haven't really thought about consciously?

Back in the initial daze of TSR, I was not too careful about keeping copies of the products I had a hand in designing, that were published by the company. If I had been more assiduous in that regard, I'd have a small fortune of brown-box D&D sets and the like stashed away. These days I do make certain to set aside author's copies and keep comps received of other things as well.

Cheerio,

Gary

Col_Pladoh

Monday, 18th June, 2007, 06:30 PM

Quote:

*Originally Posted by **JDM***

Gary - I just wanted to add my few words of thanks for your role in creating and developing AD&D. The level of detail and thought that went into almost every word in the DMG - for instance the "whores subtable" in the City random encounter tables - gave me many hours of pleasure in my younger years, and its a hobby I hope to rediscover in years to come, perhaps even with my kids.

Thank you also for your unfailing courtesy and humour in this thread. When I first found it - well, vol IX thereof - I could not believe that EGG was just shooting the breeze with the great unwashed.

You have brought so much joy to so many; it is only fair to wish you much happiness in return.

:lol: :eek: :lol:

Thanks for the good words.

As for the table mentioned, I crated it because I was bores with the continual reference to "whores" in both the historical and fantasy fiction genres and in RPG play. Of course I did get a ration of s**t from some quarters for including it. As it was included in the spirit of improving the readers comprehension of the olders profession, and broadening the vocabulary of the reader thereby, I have no particular regrets about including it :uhoh:

Cheerio,

Gary

Col_Pladoh

Monday, 18th June, 2007, 06:42 PM

A quick note here about Lake Geneva Gaming Convention III:

It was great fun, and I do wish all those memebbers here that were wishing to attend could have made it. The new room location in The Cove here was much superior to the original space. Better still, it is one of three new additions to the facility, with ones like it on the two floors above...and there is an elevator a dozen steps from the entrance as well.

I ran three LA game sessions on my front porch as well as schmoozed a good deal, signer a fair nuber of autographs, play-tested a fun little game named *Adventure Arena* and lost a seven player game of *Dargon Lairds* to co-creator of the board-based card game, tom What. He and Jim Ward have designed something that is both most enjoyable to play and possessed of uncertainty as to who will triumph until the victory

points are tallied at game's end.

I could have played many more games, but I was the tour guide for the "Famous Gaming Locations" in Lake Geneva trop, and in the evenings I stayed home and entertained a few more fellow gamers here on the front porch--marvelous in fair weather, but quite unpalatable when it is really hot or when the temperature drops below 50 or so.

Enough!
Gary

Mycanid

Monday, 18th June, 2007, 06:47 PM

I am SOOOOO dissapointed I was not able to go to this!

Maybe next year the fungus and meet the FotG in person. :)

Deuce Traveler

Monday, 18th June, 2007, 08:46 PM

Right there with you, Mycanid. :(

thedungeondelver

Tuesday, 19th June, 2007, 02:11 PM

Let me just say that Gary and Gail are excellent hosts. Enjoy the rest of that wine Gary (remember, it's best with pizza so the sweetness isn't an issue ;)). Failing that, cook with it. :)

Colleen and I had a lot of fun this past week/weekend, Lake Geneva is a beautiful area, and we look forward to coming back sometime.

Three cheers to the Troll Lords for putting this thing together, three groans to me for letting five charactes out of C1 alive!

francisca

Tuesday, 19th June, 2007, 03:44 PM

Quote:

*Originally Posted by **thedungeondelver***

Three cheers to the Troll Lords for putting this thing together, three groans to me for letting five charactes out of C1 alive!

Well, that's not totally your fault, we didn't get a chance to finish it, did we?

LGGC3 was a blast! Played Chainmail and successfully helped to defend the Moathouse (yes -- that one. I now know how the moathouse in T1/T1-4 got ruined) from the forces of good long enough for the Dark Lord to effect an escape. Played the above mentioned C1 w/ thedungeondelver as DM -- he's not only a great DM, who runs AD&D in a traditionally excellent way, he is a great guy as well. Tim Kask ran a great game of Circvs Maximvs for 10 n00bs. We had a great time, with the whole crowd still going crazy about the game at 2:30AM.

Finally, I'd like to thank Gary for signing my DMG and PHB, and the chit chat we had on saturday before you took off for your LA game. It was very nice to finally meet you and I enjoyed our conversation.

Pictures of the Moathouse Defense and the Circvs Maximvs game can be found [here](#).

Col_Pladoh

Wednesday, 20th June, 2007, 09:16 PM

Welcome fellows :D

We, and I mean wife Gail and I, enjoy hosting gamers as they are a good lot and good guests. It is fun for all.

As I mentioned on another board, as a youngster I loved reading Leo Edwards series of boys' adventure books about "Jerry Todd" and "Poppy Ott." They were written a couple of decades and more before i discovered and read the first of the stories, and when i got to the end where Mr. Edwards invites readers to drop in and have some cookies and lemonade prepared by his wife, I was sad that invitation had been made so long ago. Otherwise, his residence being in Wisconsin, I'd have begged and cajoled my parents into a visit to the Edwards' home.

The upshot is that his generosity in this regard inspired me to pledge to be akin to him if ever I was in a position to do so.

BTW, next year Gail plans on smoking two turkeys for the affair, as the single bird set out this year was essentially devoured in the first hour of the event :eek:

:lol:
Gary

Col_Pladoh

Friday, 22nd June, 2007, 05:02 PM

It is soooo easy to assume that C&C is AD&D :eek:

It is also very easy for my original material to be expressed in terms of the C&C game system...especially when someone edits the material to make it conform :lol:

Ciao,
Gary

Mycanid

Friday, 22nd June, 2007, 06:28 PM

Good morning (or afternoon where you are) my good sir! :D

Never mind me ... just dropping by to say hello. :)

EvilPheemy

Friday, 22nd June, 2007, 07:23 PM

One of the things I remember about the stories surrounding the Greyhawk ruins was the epic consequences that occurred. The (unintentional?) release of Fraz'Urb'Luu and Graz'zt primarily. Though I've noticed that few of the old stories featured encounters with Dragons. Do you have any fondly-remembered dragon adversaries who matched wits with Bigby, Tenser, and company? I'd love to hear about them.

Col_Pladoh

Friday, 22nd June, 2007, 09:19 PM

Quote:

*Originally Posted by **Mycanid***

Good morning (or afternoon where you are) my good sir! :D

Never mind me ... just dropping by to say hello. :)

The more of that is a cheerful greeting is always welcome and appreciated :lol:

Cheers,
Gary

Col_Pladoh

Friday, 22nd June, 2007, 09:26 PM

Quote:

*Originally Posted by **EvilPheemy***

One of the things I remember about the stories surrounding the Greyhawk ruins was the epic consequences that occurred. The (unintentional?) release of Fraz'Urb'Luu and Graz'zt primarily. Though I've noticed that few of the old stories featured encounters with Dragons. Do you have any fondly-remembered dragon adversaries who matched wits with Bigby, Tenser, and company? I'd love to hear about them.

Actually. very few dragons were encountered by my PC team. I suspect that was to keep them from gaining yet more magical goodies.

Mordenkainen and his henchmen managed to subdue and capture an ancient red dragon (that Rob named Ghorki in spite) and then a second very young one (that Rob named Phorki). Ghorki remained behind to guard the Citadel, but little Phorki often accompanied expeditions into the surrounding terrain to rid the area of undesirable elements...and take their stuff. Uncorking him from a "merchant's wagon" was an effective diversionary attack ;)

The story of the two black dragons in the dungeons is well known. Not so widespread the tale of the young red dragon that had both spider climb and invisibility spells that used to ambush the unwary from the ceiling of his cave.

One day when I was feeling ornery, I had Robilar encounter an NPC that told him of a great red dragon sleeping on its hoard of treasure. He volunteered to lead the way there for a slight reward, a special necklace he sought. When Robilar suspiciously agreed if the leather-clad fellow would lead the way, agreement was reached. Once inside the cave, the thief slipped away into the shadows and voiced a warning shout to awaken the fire Drake. It did, and a battle royal ensued. Of course the thief was counting on the survivor being sufficiently weak to enable him to do him in so all the loot would be his. Robilar managed to exit the cave, lay in wait and slay the thief when he fled the place. The dragon remained unmolested thereafter.

Cheers,
Gary

thedungeondelver

Friday, 22nd June, 2007, 10:53 PM

Quote:

*Originally Posted by **Col_Pladoh***

It is sooooo easy to assume that C&C is AD&D :eek:

It is also very easy for my original material to be expressed in terms of the C&C game system...especially when someone edits the material to make it conform :lol:

*Ciao,
Gary*

Gary, if you *only* knew.

:D :p :lol:

Col_Pladoh

Friday, 22nd June, 2007, 11:10 PM

Quote:

*Originally Posted by **thedungeondelver***

Gary, if you only knew.

:D :p :lol:

Now do not be taking liberties :mad:

:lol:

Gary

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Gary Gygax Q&A: Part XIII

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Gray Mouser

Monday, 25th June, 2007, 03:16 PM

Quote:

*Originally Posted by Col_Pladoh**The story of the two black dragons in the dungeons is well known.*

Well, maybe not so well known to some of us, Colonel :) Can you give a few details of this story for those of less in the know, please?

Quote:

Not so widespread the tale of the young red dragon that had both spider climb and invisibility spells that used to ambush the unwary from the ceiling of his cave.

Yow, that's a lethal combination even for a young dragon. I'm sure my players will find it that way, at any rate :]

Gray Mouser

Gray Mouser

Monday, 25th June, 2007, 03:21 PM

Hey Colonel, there was a conversation about various authors a while back in this thread. Well, recently I came to learn that Lloyd Alexander had recently passed away, which got me to reading a collection of short stories he had written set in his land of Prydain (sort of a mythical Wales). They are geared towards kids of elementary school age and, in hind sight, were influential in me becoming interested in D&D. They also had some great stuff that could be adapted for D&D, AD&D, C&C, etc. such as the Cauldron Born. I was wondering if you have ever read any of the Prydain books (*The Book of Three*, *The Black Cauldron*, etc.)? Like I said, geared towards kids, but can be a fun read if you have the right mind set.

Gray Mouser

Col_Pladoh

Monday, 25th June, 2007, 04:39 PM

Hi 'Mouser,

Last question first:

Although I do not scorn books written for a younger audience--such as Bellair's *Face in the Frost* and the "Harry Potter" novels, ir even the non-fantasy boys' adventure book series by Leo Edwards, "Jerry Todd" and "Poppy Ott"--I have never before heard of Lloyd Alexander's stories about the land of Prydain. My loss I guess...

As to the tale of the black dragons in Castle Greyhawk, I do not want to go into great detail now, as something similar will be found in the Castle Zagyg dungeons ro begin publishing late this summer and on into 2008. Here is a precis of the tale.

My excellent veteran players--Ernie, Rob, Terry, and one or two others explored a level of the dungeons and accidentally discovered a series of secret chambers in which were stored treasure and magic items. They looted all of these repositories. Of course being greedy they searched for a new secret room...and found and deleased a dragon instead of wealth.

After failing to subdue it, taking breath damage twice, they ran for their lives. Robilar slung his subdued gargoyle flunkie over his back, and when the dragos spit acid at him, the gargoyle turned to goo, but Robilar took only one-quarter damage. He then have the dragon the slip, used his Boots of Flying to ascend a vertical shaft, but by random chance a purple worm was descendiing ths same route. Roblilar dropped down in a hurry, went for a normal exit passage, and was spotted by the dragon. At that Robilar ran full speed, forgetting there was a black pudding on the floor ahead, and his flying boots were "eaten."

As the rest of the party had escaped without loss, they returned for more loot. Instead they released a second dragon. After that the mated pair of drakes ruled the level and the adventurers shunned it assiduously. That saddened me as the DM, as the lot of them had gained a full level and about half the number of XPs to go on to the next.

What annoyed me most was that all of the different repositories were discovered by luck, the mapper thinkingthat he was leading the party to the original place each tome, but actually being off course. Naturally, luck lead them to the ones with much treasure before their greed brought them to the ones holding a dragon in stasis :]

Cheerio,
Gary

Gray Mouser

Monday, 25th June, 2007, 05:49 PM

Quote:

Originally Posted by **Col_Pladoh**

Hi 'Mouser,

Last question first:

Although I do not scorn books written for a younger audience--such as Bellair's Face in the Frost and the "Harry Potter" novels, ir even the non-fantasy boys' adventure book series by Leo Edwards, "Jerry Todd" and "Poppy Ott"--I have never before heard of Lloyd Alexander's stories about the land of Prydain. My loss I guess...

I know you're busy and so a reading of the whole five volumes of the Taran Wanderer series is out (and so you'd sadly miss the Cauldron Born : () if you ever find a copy of *The Foundling and Other Tales* I'd strongly suggest giving it a read. It's short, just about 120 pp. and a collection of short stories revolving around characters who show up in the series. Kind of a (not really) prequel. A good read if you have time and find a copy.

Quote:

As to the tale of the black dragons in Castle Greyhawk, I do not want to go into great detail now, as something similar will be found in the Castle Zagyg dungeons ro begin publishing late this summer and on into 2008.

Now this is a piece of good news :)

Quote:

Here is a precis of the tale.

Ahh, breathe weapons, the acidic death of a gargoyle servant, the loss of magic boots, and the advent of a second dragon brought on by PC greed ... Good times! :)

Gray Mouser

Col_Pladoh

Monday, 25th June, 2007, 06:20 PM

What can I say but:

I'll look into the reading matter if and when I am seeking new books to read.

As for the outcome of the greedy series of dungeon delves, despite losses the group, robilar included, made out like bandits :\

Cheerio,
Gary

Col_Pladoh

Monday, 25th June, 2007, 06:23 PM

LGGC III Photos

Just in case anyone is interested in seeing pics of the recent Lake Geneva Gaming Convention III, here is the URL for a fair sampling of same:

<http://www.dragonsfoot.org/forums/viewtopic.php?t=23910>

I understand there are some on the Kenzer boards as well.

Cheerio,
Gary

tzor

Monday, 25th June, 2007, 10:26 PM

Quote:

Originally Posted by **Col_Pladoh**

One day when I was feeling ornery, I had Robilar encounter an NPC that told him of a great red dragon sleeping on its horde of treasure, He volunteered to lead the way there for a slight reward, s apecial necklace he sought.

That reminds me of something that happened in a campaign I was in. We were supposed to be tracking this young black dragon when our ranger messed up on his checks and found an underwater entrance to another dragon, large green and apparently sleeping. We managed to bid a hasty egress. There afterwards, whenever there was a decision to be made the DM would always joke, "Well you can always kill the green dragon." Many levels later we decided to do just that. We went to the (still or so we thought) sleeping green dragon and attacked with gusto. By the time we started to worry about why the dragon hadn't the decency to attack back the draco liche came over and appeared quite annoyed at us hacking on his former hide.

Oops. Fun times those were.

Col_Pladoh

Monday, 25th June, 2007, 10:54 PM

The unexpected is a god part of adventuring fun :D

Cheers,
Gary

OK, Gary, it's been too long since I've done this to you so -

Ai &i question time! *Slow Poison* versus *Neutralize Poison*. The former is pretty clear on what it does and how it works - brings the stricken back from the brink of a lethal dose of whatever poison laid them low, within a set amount of time, etc.

Neutralize Poison, however, says that it "detoxifies the victim" touched (or poisons them if you cast the reverse). Was the intent for *Neutralize Poison* to otherwise function as *Slow Poison* (e.g., bring the stricken back from "death")?

Doesn't say so, but I wanted to see if you had any thoughts on that.

increment

Tuesday, 26th June, 2007, 12:51 PM

Hi Gary,

First time caller here - let me say off the bat, wow! The amount of information contained in this 5-year thread is staggering. This is really an amazing gift to posterity. People interested in the history of gaming will have their work cut out for them just organizing all of this. Thanks so much for taking this time to engage with fellow gamers - I'm sure it pays big dividends for the hobby overall to have someone like you showing such dedication to the fan-base.

I've got a couple of pretty obscure historical questions for you, but at least they might not actually have been asked in this thread before:

Did you play *Fight in the Skies* back in the early days of GenCon (or in that general era)? If so, do you have any tales of memorable pilots or exploits you can recount? The origins of these traditions are fascinating...

Were you a member of any of the colorful Dippy clubs of the mid-60s prior to the USCAC? And speaking of the USCAC, what if anything do you remember of its activities?

Thanks again for your attention not just to these questions but to, well, everyone's!

Col_Pladoh

Tuesday, 26th June, 2007, 04:57 PM

Quote:

Originally Posted by **thedungeondelver**

OK, Gary, it's been too long since I've done this to you so -

AD&D question time! *Slow Poison* versus *Neutralize Poison*. The former is pretty clear on what it does and how it works - brings the stricken back from the brink of a lethal dose of whatever poison laid them low, within a set amount of time, etc.

Neutralize Poison, however, says that it "detoxifies the victim" touched (or poisons them if you cast the reverse). Was the intent for *Neutralize Poison* to otherwise function as *Slow Poison* (e.g., bring the stricken back from "death")?

Doesn't say so, but I wanted to see if you had any thoughts on that.

Err...

Where does it say that *Slow Poison* brings someone back from death? It only keeps the victim alive longer until a *Neutralize Poison* can be cast to rid the toxins from the subject's body.

:D
Gary

Col_Pladoh

Tuesday, 26th June, 2007, 05:10 PM

Quote:

Originally Posted by **increment**

Hi Gary,

First time caller here - let me say off the bat, wow! The amount of information contained in this 5-year thread is staggering. This is really an amazing gift to posterity. People interested in the history of gaming will have their work cut out for them just organizing all of this. Thanks so much for taking this time to engage with fellow gamers - I'm sure it pays big dividends for the hobby overall to have someone like you showing such dedication to the fan-base.

As a true gamer, not to say game nerd (whoch I am), it is great fun for me to interact with my fellows both in parson and on boards such as this one :D

Quote:

I've got a couple of pretty obscure historical questions for you, but at least they might not actually have been asked in this thread before:

Heh...and not at all obscure to me :lol:

Quote:

Did you play Fight in the Skies back in the early days of GenCon (or in that general era)? If so, do you have any tales of memorable pilots or exploits you can recount? The origins of these traditions are fascinating...

I played FitS mainly with Mike and the TSR crew. Somehow my machine gun(s) always jammed, so I had to leave the dogfight, or get shot from the skies :eek:

Quote:

Were you a member of any of the colorful Dippy clubs of the mid-60s prior to the USCAC? And speaking of the USCAC, what if anything do you remember of its activities?

Alan Calhammer attended GenCon III IIRR.

I was a regular of Boardman's *Graustark* magazine, played in a couple of his games. I also subbed to Rod Walker's Dippy zine--the name of which eludes me at the moment--and was one of the seven players that were lined up to play in his Design your Own Nation and I'll fill in the rest of the Board game that never got off the ground. I turned in my nation, Wonderland, with the Fleet being the Walrus and Carpenter, armies Tweedledum and Tweedledee and the second the Cards.

The USCAC, formed by Bill Speer, with whom I am still in touch, was a PBM boarding club that sent and accepted challenges from other board wargamers. It was not really a club, so I convinced Bill and his V.P. Scott Duncan to form the IFW to replace it.

Quote:

Thanks again for your attention not just to these questions but to, well, everyone's!

My pleasure.

Cheerio,
Gary

thedungeondelver

Tuesday, 26th June, 2007, 05:33 PM

Quote:

*Originally Posted by **Col_Pladoh***

Err...

Where does it say that Slow Poison brings someone back from death? It only keeps the victim alive longer until a Neutralize Poison can be cast to rid the toxins from the subject's body.

*:D
Gary*

:D In the **PI As mk . e AR i p u"even** causing a supposedly dead individual to have life restored if it is cast upon the victim within a number of turns less than or equal to the level of experience of the cleric after the poisoning was suffered..."

srsly, though, does *neutralize poison* function like that too?

I mean, it's no big deal, just curious. (Or perhaps "cure-ious" :D)

-Bill

Col_Pladoh

Tuesday, 26th June, 2007, 08:27 PM

Bringing back from the brink of, or actual, death due to poison is not a cure. The SP spell slows the effects of the poison, but it will not stop them. Only a NP will do that. How long the victim of poisoning will remain alive under a SP spell effect is up to the DM, but I allowed a full 24 hours.

Cheers,
GAry

increment

Wednesday, 27th June, 2007, 07:32 AM

Thanks, Gary, for your lightning-fast reply. By Rod Walker's zine, maybe you mean *Erehwon*? I know he went on to more professional magazine work...

Quote:

*Originally Posted by **Col_Pladoh***

Heh...and not at all obscure to me :lol:

Sounds like my questions were too easy for you! Well, if that didn't tax you too much, perhaps I can sneak in a couple more...

How did the term "role-playing game" come to be the label for this genre of games? The term doesn't seem to have been much used until 1976, and then suddenly it's everywhere. Did it start from anywhere in particular, that you can remember?

What prior wargames would you say had the biggest influence on the system mechanics of OD&D (and Chainmail, where OD&D takes its lead from there)? Of course there really was no wargame like D&D, but it must have a few evolutionary ancestors you found valuable.

Thanks in advance again!

Col_Pladoh

Wednesday, 27th June, 2007, 04:53 PM

Quote:

*Originally Posted by **increment***

*Thanks, Gary, for your lightning-fast reply. By Rod Walker's zine, maybe you mean *Erehwon*? I know he went on to more professional magazine work...*

Yuppers! It was indeed backwards Rod's *Erehwon* to which I also subscribed.

Have you seen my story that was, I think, in *Erehwon*? It was about John Bedpan, Cheif Orderly at the Bronx Home for Criminally Insane Physicists. He was a secret agent under the direction of Rod Perambulator, had a secret office behind the cleaning supplies room off the men's bathroom. IIRR after all these years, Perambulator was thrown into the arena by Ming the Merciless, there to face the terrible, one-horned anthropoid monster, the Treadikoid. However, Flash Gygon leaped unexpectedly into the pit, tore the clever mask from the Treadikoid to reveal the treacherous John Bedpan, and thus saved Rod from a hideous fate. :lol:

Quote:

Sounds like my questions were too easy for you! Well, if that didn't tax you too much, perhaps I can sneak in a couple more...

How did the term "role-playing game" come to be the label for this genre of games? The term doesn't seem to have been much used until 1976, and then suddenly it's everywhere. Did it start from anywhere in particular, that you can remember?

The initiator of the well-coined name is unknown to me. At best I spoke of players assuming the role of a character in the game. Whomever it was deserves a laud, as it was a boon to the game genre.

Quote:

What prior wargames would you say had the biggest influence on the system mechanics of OD&D (and Chainmail, where OD&D takes its lead from there)? Of course there really was no wargame like D&D, but it must have a few evolutionary ancestors you found valuable.

Thanks in advance again!

No game I had played before I devised the Man-to-Man rules for the *Chainmail* rules book influenced that design. I made it all up off the top of my head, just as I did the Fantasy Rules section. Inspirational sources were historical for the former, mythical for the latter.

It is noteworthy, though, that the radius of a fireball and the stroke of a lightning bolt corresponded to a heacy catapult's area of attack effect and that of a cannon in the 1:20 *Chainmail* rules.

Cheerio,
Gary

increment

Thursday, 28th June, 2007, 01:31 PM

Quote:

*Originally Posted by **Col_Pladoh***

*Have you seen my story that was, I think, in *Erehwon*? ...*

A ripping yarn! I guess things must have been simpler in the early days - the Alex Raymond estate probably wasn't banging down your door looking for a cut. I hadn't known of that story before, but I'm sure now collectors will be scrambling to find a copy... and there's probably more where that came from, I imagine.

Quote:

*Originally Posted by **Col_Pladoh***

*It is noteworthy, though, that the radius of a fireball and the stroke of a lightning bolt corresponded to a heacy catapult's area of attack effect and that of a cannon in the 1:20 *Chainmail* rules.*

I previously had read that in your introduction to an edition of Wells' wargaming rules. A neat motivation for those seminal spells. Who could have guessed, back then, that they'd become so commonplace across so many games?

KRBourgoine

Thursday, 28th June, 2007, 04:06 PM

Gary,

Good morning, I hope you haven't collapsed under your mountainous workload. And to help you get even further behind in your endeavors here is a question for you.

Were there ever players that you DM'ed more leniently than others? Not children per se, but rather players who you thought were less adept or that you knew wouldn't take a beating well, so you fudged a little in their favor?

K.R.Bourgoine

Col_Pladoh

Thursday, 28th June, 2007, 04:39 PM

Quote:

*Originally Posted by **increment***

A ripping yarn! I guess things must have been simpler in the early days - the Alex Raymond estate probably wasn't banging down your door looking for a cut. I hadn't known of that story before, but I'm sure now collectors will be scrambling to find a copy... and there's probably more where that came from, I imagine.

...

About all there is to be found are some Dippy press releases, mainly from when I was playing Turkey. I was always Sultan Omar (I for the first time I played that nation, II for the second, etc.) The head of my Armed forces was the Levantine, Genghis Cohn, and the secret service (Faithful Believers in Islam, or FBI) was headed up by J. Akbar Hookah. He was keenly hunting down the glamorous Austro-Hungarian spy, Lotta von Schlag.

There was also an exchange of letters with Walker, IIRR, where I nailed him with simulacra...he assumed I made an error and meant simulacrum, so a second such construct got his protagonist. That's about all I can recollect.

Exchanging letters of invective and character assassination, writing imaginative press releases for postal games, was for me the greatest part of playing Dippy thus.

Cheers,
Gary

Col_Pladoh

Thursday, 28th June, 2007, 04:42 PM

Quote:

*Originally Posted by **KRBourgoine***

Gary,

Good morning, I hope you haven't collapsed under your mountainous workload. And to help you get even further behind in your endeavors here is a question for you.

Were there ever players that you DM'ed more leniently than others? Not children per se, but rather players who you thought were less adept or that you knew wouldn't take a beating well, so you fudged a little in their favor?

K.R.Bourgoine

Howdy Pard!

Aside from youngsters, no. However, I am uniformly harsh with bad play and kind to good players suffering from bad luck.

Now back to the LA and CZ game products grind. Some semi-retirement :]

Cheers,
Gary

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Gary Gygax Q&A: Part XIII

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Edena_of_Neith

Thursday, 28th June, 2007, 04:57 PM

Hey there, Mr. Gygax. Edena_of_Neith here.

I am made to understand you did not approve of the From the Ashes Boxed Set, and the destruction of the Flanaess that resulted in the Greyhawk Wars. Is this true?

If you had decided to create a 'Greyhawk Wars' scenario, how would your 'Greyhawk Wars' have gone? (If they had gone at all ...) Would Acererak have become involved?

Col_Pladoh

Thursday, 28th June, 2007, 05:09 PM

Quote:

*Originally Posted by **Edena_of_Neith****Hey there, Mr. Gygax. Edena_of_Neith here.**I am made to understand you did not approve of the From the Ashes Boxed Set, and the destruction of the Flanaess that resulted in the Greyhawk Wars. Is this true?**If you had decided to create a 'Greyhawk Wars' scenario, how would your 'Greyhawk Wars' have gone? (If they had gone at all ...) Would Acererak have become involved?*

:eek:

Decreeing major wars in the Flanaess would have been quite contrary to the design philosophy behind the WoG. It was a template for use by DMs to use in developing their own campaigns based in the milieu. The various alliances and hostilities were set forth, but where they went was meant for each DM to determine as suited his own creative application of the base information.

That said, I did indeed find the concept of FtA quite inappropriate, but typical of TSR at the time. Creatively speaking, I do not believe they could find their butt with both hands.

Cheers,
Gary

Edena_of_Neith

Thursday, 28th June, 2007, 05:56 PM

Let me ask this. I've always wondered about this, since I went through S1, the Tomb of Horrors, 20 years ago. (My character was the only survivor ... as usual, the infamous Tomb killed everyone or left one survivor to tell the tale as a warning to others ...)

What would have to happen to so provoke Acererak that he assumed full form, came out of the Tomb, and decided to wreak some havoc?

Col_Pladoh

Thursday, 28th June, 2007, 10:05 PM

Quote:

*Originally Posted by **Edena_of_Neith****Let me ask this. I've always wondered about this, since I went through S1, the Tomb of Horrors, 20 years ago. (My character was the only survivor ... as usual, the infamous Tomb killed everyone or left one survivor to tell the tale as a warning to others ...)**What would have to happen to so provoke Acererak that he assumed full form, came out of the Tomb, and decided to wreak some havoc?*

As son Ernie has said, when Tenser saw the nature of the tomb he simply retired from it not caring to risk life and limb for whatever treasure it might hold.

Anyway, as far as I am concerned, Acererak needed some great source of magical negative energy to return to regular lich state, be able to manage such a return to his former "glory."

Cheers,
Gary

Gentlegamer

Thursday, 28th June, 2007, 11:17 PM

Quote:

*Originally Posted by **Col_Pladoh****As son Ernie has said, when Tenser saw the nature of the tomb he simply retired from it not caring to risk life and limb for whatever treasure it*

might hold.

Was it Tenser or Robilar that scooped up as much treasure as possible from the demi-lich's vault into a *bag of holding* before teleporting away?

Col_Pladoh

Thursday, 28th June, 2007, 11:55 PM

Robilar did that deed, but he then beat feet, no teleporting spell involved. IIRR, he had replaced his lost Boots of Flying with Boots of Speed :uhoh:

I was quite unprepared for such a dirty trick :confused:

Cheers,
Gary

Moggthegob

Friday, 29th June, 2007, 05:59 AM

Dear Gary,

My friends and I were discussing characters in greyhawk and a few interesting questions came up. If there were a World of Greyhawk movie, who would you have play Robilar, Tenser, and Mordenkainen. Or at very least what are good descriptions of what they look like.

Mogg the gob,
Goblin Extraordinaire

Aegir

Friday, 29th June, 2007, 06:31 AM

Gary:

Having read through much of this thread, one thing strikes me over all others: to say you don't like direction D&D has gone would be an understatement. While I can understand your dislike, a question occurs to me: what is it *YOU* look for from a game?

What comes to mind for me is, 1/2E were far more rules-lite then the current incarnations, and perhaps your dislike stems from having the rules take some of the improvisation and imagination out of gaming, but thats just what comes to mind when I compare the two (mind you, I got into gaming very late in the life of 2E, so my understanding of the previous versions is pretty limited).

I suppose my question is: what is it you look for in a gaming experience that you feel 3E destroys?

Col_Pladoh

Friday, 29th June, 2007, 05:07 PM

Quote:

*Originally Posted by **Moggthegob***

Dear Gary,

My friends and I were discussing characters in greyhawk and a few interesting questions came up. If there were a World of Greyhawk movie, who would you have play Robilar, Tenser, and Mordenkainen. Or at very least what are good descriptions of what they look like.

*Mogg the gob,
Goblin Extraordinaire*

Howdy,

:lol:

As if WotC and Hasbro would consult me about such a thing. With that in mind, why would I spend any of my valuable time pondering such a question? That would be completely vaccuous nethinks.

Being familiar with how motion pictures are made, such a decision would be up to the director and the casting people, so I would have no say in the matter even if I was a story consultant.

To the point, though, i have never thought about the matter, and I do not have any actors in mind. I wouldn't mind seeing Vin Deisel as Mordie, though. That's because he is a D&D fan, of course.

Cheers,
Gary

Col_Pladoh

Friday, 29th June, 2007, 05:22 PM

Quote:

*Originally Posted by **Aegir***

Gary:

Having read through much of this thread, one thing strikes me over all others: to say you don't like direction D&D has gone would be an understatement. While I can understand your dislike, a question occurs to me: what is it YOU look for from a game?

What comes to mind for me is, 1/2E were far more rules-lite then the current incarnations, and perhaps your dislike stems from having the rules

take some of the improvisation and imagination out of gaming, but thats just what comes to mind when I compare the two (mind you, I got into gaming very late in the life of 2E, so my understanding of the previous versions is pretty limited).

I suppose my question is: what is it you look for in a gaming experience that you feel 3E destroys?

Hi Aegir,

First, I do want to make it clear that I have no quarrel with those that love new D&D--or any other RPG, or no RPGs at all for that matter. What game is captivating to someone is a personal matter, and not one that is generally open to critical comment from anyone.

That said, you are on target ion regards to what sort of RPG I enjoy. If you take a look at my latest design, the Lejendary Adventure game, you will note that it is indeed rules light, very flexible, the mechanics can be and are applicable to other RPG genres, and the skill-bundle base allows for great freedom in creating PCs and NPCs that are a more accurate reflection of both fictional figures and real people.

As a matter of fact I find I must continually fight against those that like the system but want to make it more cumbersome by adding "explanations," "examples," and "clarifying rules." Keeping it rules light is is not easy :eek:

Keeping imagination, innovation, and improvisation in play for all particiapants, allowiing and encouraging such freedom in the game, ain't all that easy. Maybe it's beacsue that means everyone must do more thinking and use more creativity.

In short, a comparison and contrast of new D&D with the LA game will provide a complete answer to your question. There is a free pdf download of the LA game Quickstart Rules on www.lejendary.com and at www.dragonsfoot.org is you care to go through that exercise.

Cheerio,
Gary

Flexor the Mighty!

Friday, 29th June, 2007, 09:00 PM

Hey Gary have you read the Black Company series? If so did you like it?

Aegir

Friday, 29th June, 2007, 10:33 PM

Quote:

*Originally Posted by **Col_Pladoh***

As a matter of fact I find I must continually fight against those that like the system but want to make it more cumbersome by adding "explanations," "examples," and "clarifying rules." Keeping it rules light is is not easy :eek:

Keeping imagination, innovation, and improvisation in play for all particiapants, allowiing and encouraging such freedom in the game, ain't all that easy. Maybe it's beacsue that means everyone must do more thinking and use more creativity.

I'm actually running a game currently where I've run into this very problem.

I've found that the more I run games, the less I want to stick to all the rigid rules, and simply want to play a game of act and react, let the PCs do what they will in the world, and I react accordingly. The most glaring example of this is probably that I almost never use the social interaction skills; I simply develop an understanding of my NPCs personality, and have them respond accordingly when the PCs interact with them.

Unfortunately, what I've found is that often times, this is such a departure from the games modern players are used to playing, they're left lost when their options consist of, "Heres the world, do what you want!"

Mostly what they respond with is, "Um... but what can we do?"

I suppose that leads into another question: if confronted with a situation like this (running a "sandbox" campaign with PCs who don't seem to grasp how to proceed in such a game), what would you do to spark their imagination? I really don't want to simply dumb the game down, but its starting to feel like I might have to.

Col_Pladoh

Friday, 29th June, 2007, 10:52 PM

Quote:

*Originally Posted by **Flexor the Mighty!***

Hey Gary have you read the Black Company series? If so did you like it?

I have read a couple of these novels, and I enjoyed them...something I can not say about most contemporary fantasy books. I also enjoy the Diskworld series.

Cheerio,
Gary

Col_Pladoh

Friday, 29th June, 2007, 11:02 PM

Hi Aegir,

That is one of the reasons I have found skill-based RPGs superior to class based systems. As my player group has changed periodically over time I found that many of the newbies coming in were reliant on what the game's books told them about playing, not their own thinking about it from immersion into their make-believe persons.

With a skill-based game the player must think about his game character, what can be done and what is not easily possible. Players are reminded of this when asked continually by the GM, "How will your PC do that? What skill will be used to manage that?"

that said, sometimes with I am running an LA game I get annoyed and say what Ability (skill set bundle) they *should* be using for their Avatar to accomplish some desired act. Of course it is easier from the GM's role to grasp more easily such choice than it is for the player that is under the pressure of game situational stress.

I do hope I made sense there :uhoh:

Cheers,
Gary

Aegir

Friday, 29th June, 2007, 11:27 PM

Quote:

*Originally Posted by **Col_Pladoh***

I do hope I made sense there :uhoh:

In a nutshell: you worry about what your character is doing and how he does it, and I'll worry about the numbers.

This I've found is most glaring when using the social skills. All too often you get a player who says, "I roll diplomacy to make him see things my way," instead of explaining what he says, or, even what "his way" is.

I suppose the best way to go about it is to simply try and take the numbers out of it. Let me (the DM) worry about the figures and how they interact, I just want to know what your PC *does*.

Moving on: I'm checking out your LA Quickstart rules, and they look very interesting; not so different from something I've been wanting to do myself: take the rigidity of classes and such out of the equation and just let the PC be what he is, even if that happens to be a mage who can swing a greatsword, or rogue that augments his abilities with magics.

Are there any plans to release more of these books in PDF? I've got too many books as it is, and its way easier to just expand my hard drive space then it is to add a wing to my house for more books. :)

gideon_thorne

Friday, 29th June, 2007, 11:29 PM

Quote:

*Originally Posted by **Aegir***

Are there any plans to release more of these books in PDF? I've got too many books as it is, and its way easier to just expand my hard drive space then it is to add a wing to my house for more books. :)

There's a basic set available from Troll Lord Games (www.trolllord.com) and the three volume hard backs will be forthcoming from the same company. ^_^

Moggthegob

Saturday, 30th June, 2007, 01:30 AM

Quote:

*Originally Posted by **Col_Pladoh***

Howdy,

:lol:

As if WotC and Hasbro would consult me about such a thing. With that in mind, why would I spend any of my valuable time pondering such a question? That would be completely vaccuous nethinks.

Being familiar with how motion pictures are made, such a decision would be up to the director and the casting people, so I would have no say in the matter even if I was a story consultant.

To the point, though, i have never thought about the matter, and I do not have any actors in mind. I wouldn't mind seeing Vin Deisel as Mordie, though. That's because he is a D&D fan, of course.

*Cheers,
Gary*

Dear Gary,

Not to push or anything, but how about a general description of how they are supposed to look. I am running them as NPCs and I would like to use better descriptions than "a big jovial man" or "an aging man " for Robliar and Mordie and i figured I'd go to the source

Aegir

Saturday, 30th June, 2007, 03:28 AM

Welp, you sold me: just went and bought a load of LA PDFs, and looking forward to reading through them. Might be some time before I get to use the system, but I can already see where a few of the adventures would fit into my homebrew very well.

Quote:

Originally Posted by **Col_Pladoh**

That said, I did indeed find the concept of FtA quite inappropriate, but typical of TSR at the time. Creatively speaking, I do not believe they could find their butt with both hands.

Indeed. That's why I refer to it as "From the As*es".

Col_Pladoh

Saturday, 30th June, 2007, 05:08 PM

Quote:

Originally Posted by **Aegir**

In a nutshell: you worry about what your character is doing and how he does it, and I'll worry about the numbers.

This I've found is most glaring when using the social skills. All too often you get a player who says, "I roll diplomacy to make him see things my way," instead of explaining what he says, or, even what "his way" is.

I suppose the best way to go about it is to simply try and take the numbers out of it. Let me (the DM) worry about the figures and how they interact, I just want to know what your PC does.

Yes indeed. What I typically do is to ask the player how his Avatar is going to convince the NAC to be agreeable. "What will your Avatar say to do that?"

Quote:

Moving on: I'm checking out your LA Quickstart rules, and they look very interesting; not so different from something I've been wanting to do myself: take the rigidity of classes and such out of the equation and just let the PC be what he is, even if that happens to be a mage who can swing a greatsword, or rogue that augments his abilities with magics.

Are there any plans to release more of these books in PDF? I've got too many books as it is, and it's way easier to just expand my hard drive space than it is to add a wing to my house for more books. :)

I am happy you find the system interesting. The Orders presented enable architypical Avatars to be played but in development over time with some fair amount of difference between those in the same Order. The Knacks and Quirks generally provide an interesting initial difference.

Guideon Thorn answered the second part of this. Bsfore the revised edition of the LA game is published there will be two core rules supplements forthcoming, *More Beasts of Lejend* and *Tome of Knowledge*. I do not know if these will be available on pdf.

Cheers,
Gary

Gary Gygax Q&A: Part XIII

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Col_Pladoh

Saturday, 30th June, 2007, 05:24 PM

Quote:

Originally Posted by **Moggthegob**

Dear Gary,

Not to push or anything, but how about a general description of how they are supposed to look. I am running them as NPCs and I would like to use better descriptions than "a big jovial man" or "an aging man " for Robliar and Mordie and i figured I'd go to the source

As a matter of fact u have nor given this matter much thought before this, as my mental picture of my PCs sufficed, it being rather vague.

Robilar, Tenser, Erac's Cousin, Terik, etc. not being my PCs I can not describe...although I did insist that Otto, Rob's mage, was a burley chap resembling Friar Tuck, someone always joking and singing and prone to imbibing vast quantities of ale.

Mordenkainen I pictured as tall, lean, with a pale complexion tanned by sun and weather. His features are sharp, eyes gray. His hair is rather byshy, with a long moustache but no beard. He favors garments of gray with black or bright blue accents--girdle and blouse for example. His age appears to be somewhere around 50.

Bigby I envisioned as of medium height, bald, with prominent nose and large, dark eyes. He is also around age 50, but as he is rather plump, Bigby has few wrinkles. his hands are large and long-fingerd. His clothing is generally of deep green.

That's enough of that :D

Cheers,
Gary

Col_Pladoh

Saturday, 30th June, 2007, 05:26 PM

Quote:

Originally Posted by **Aegir**

Welp, you sold me: just went and bought a load of LA PDFs, and looking forward to reading through them. Might be some time before I get to use the system, but I can already see where a few of the adventures would fit into my homebrew very well.

Have fun :D

Creating an Avatar or two is the most interesting way of getting into the system. If you need the list of Avatar Knacks and Quirks, email me personally, and I'll email them to you.

Cheers,
Gary

Col_Pladoh

Saturday, 30th June, 2007, 05:27 PM

Quote:

Originally Posted by **haakon1**

*Indeed. That's why I refer to it as "From the As*es".*

:eek: :lol: :eek:

I was not going to mention it, but that makes two of us :uhoh:

Cheerio,
Gary

Geoffrey

Saturday, 30th June, 2007, 09:24 PM

Quote:

Originally Posted by **Col_Pladoh**

Before the revised edition of the LA game is published there will be two core rules supplements forthcoming, More Beasts of Lejend and Tome of Knowledge.

Gary, I hadn't heard of the *Tome of Knowledge* until now. Please tell us a bit about it. :)

Col_Pladoh

Saturday, 30th June, 2007, 10:18 PM

Quote:

*Originally Posted by **Geoffrey***

*Gary, I hadn't heard of the *Tome of Knowledge* until now. Please tell us a bit about it. :)*

It is a few minor corrections, some clarifications, and a lot of additional material for the players' and Lejend Masters' rules--most of the information appeared in *Kejends* magazine or on the LA game website boards, but a compilation is much handier for all concerned. There are more Powers and the like, a few new weapons, lots of new Knacks, more equipment on the lysts and a few new locations as well. Lots more too. TLG has had the ms. for at least a year now.

Cheers,
Gary

Aegir

Sunday, 1st July, 2007, 01:49 AM

Quote:

*Originally Posted by **Col_Pladoh***

*Before the revised edition of the LA game is published there will be two core rules supplements forthcoming. *More Beasts of Lejend* and *Tome of Knowledge*.*

Do you have any kind of ballpark estimate on when these come out?

grodog

Monday, 2nd July, 2007, 04:20 AM

Hi Gary---

When you were designing the various monsters in Grenadier's "Action Art" Monsters set (#8002) that featured the drow captain, drider, EHP, bugbear chief, etc. (see [http://cgi.ebay.com/ws/eBayISAPI.dll...m=290095678408](http://cgi.ebay.com/ws/eBayISAPI.dll?...m=290095678408) for reference), what level of design input did you have? Did you select the monsters, provide descriptions for the sculptors, review the greens and then request revisions, etc.?

Regardless of these, have you designed other miniatures lines (perhaps some for the Minifigs line @ http://web.archive.org/web/200502052...c/fgo_mfwg.htm)??

Thanks, as always :D

MerricB

Monday, 2nd July, 2007, 05:03 AM

G'day, Gary!

I hope you are faring well. :)

Cheers,
Merric

Gray Mouser

Tuesday, 3rd July, 2007, 04:46 AM

Quote:

*Originally Posted by **Col_Pladoh***

Mordenkainen I pictured as tall, lean, with a pale complexion tanned by sun and weather. His features are sharp, eyes gray. His hair is rather byshy, with a long moustache but no beard. He favors garments of gray with black or bright blue accents--girdle and blouse for example. His age appears to be somewhere around 50.

Bigby I envisioned as of medium height, bald, with prominent nose and large, dark eyes. He is also around age 50, but as he is rather plump, Bigby has few wrinkles. his hands are large and long-fingered. His clothing is generally of deep green.

That's enough of that :D

*Cheers,
Gary*

Very interesting, Colonel. The descriptions you gave of your two (Arch) Mages varies somewhat from that in *Mordenkainen's Fantastic Adventure* (at least from what I recall of the text and drawings!). Are your images of Yrag and Rigby different from those published in the module, too?

Gray Mouser

Geoffrey

Tuesday, 3rd July, 2007, 06:44 AM

Gary, do you enjoy playing the ancient Chinese board game *Go*?

(For the curious, here's some information on *Go*: http://en.wikipedia.org/wiki/Go_%28board_game%29)

Col_Pladoh

Tuesday, 3rd July, 2007, 04:51 PM

Quote:

*Originally Posted by **Aegir***

Do you have any kind of ballpark estimate on when these come out?

The Trolls are working on release of *More Beasts of Legend* this fall. I am not sure when the *Tome of Knowledge* is slated for publication, but I would suppose soon after the MBoL was in print.

Maybe a later check on the TLG website will reveal more ;)

Cheers,
Gary

Col_Pladoh

Tuesday, 3rd July, 2007, 04:57 PM

Quote:

*Originally Posted by **grodog***

Hi Gary---

When you were designing the various monsters in Grenadier's "Action Art" Monsters set (#8002) that featured the drow captain, drider, EHP, bugbear chief, etc. (see <http://cgi.ebay.com/ws/eBayISAPI.dll?m=290095678408> for reference), what level of design input did you have? Did you select the monsters, provide descriptions for the sculptors, review the greens and then request revisions, etc.?

Regardless of these, have you designed other miniatures lines (perhaps some for the Minifigs line @ http://web.archive.org/web/200502052...c/fgo_mfwg.htm)??

Thanks, as always :D

Heh...

I did very little in regards the miniatures, as I make a fine copywriter as an art director. About all I did was suggest what figure types I thought would be appealing to consumers, give vague descriptions of what some of the figures should look like. Then the miniature figuring people would consult with another person or persona at TSR that could help them--artists and model makers.

I did much the same when working with Steve Carpenter of MiniFigs USA...only he and I would toast a bit with some single malt Scotch.

Cheers,
Gary

Col_Pladoh

Tuesday, 3rd July, 2007, 05:01 PM

Quote:

*Originally Posted by **MerricB***

G'day, Gary!

I hope you are faring well. :)

*Cheers,
Merric*

Howdy Merric,

Thanks, and I am doing right well, all things considered. My main complaint is that I have way too much work to do for someone that is doing their best to be semi-retired!

Trust all's well with you :D

Cheers,
Gary

Col_Pladoh

Tuesday, 3rd July, 2007, 05:04 PM

Quote:

*Originally Posted by **Gray Mouser***

*Very interesting, Colonel. The descriptions you gave of your two (Arch) Mages varies somewhat from that in *Mordenkainen's Fantastic Adventure* (at least from what I recall of the text and drawings!). Are your images of Yrag and Rigby different from those published in the module, too?*

:uhoh:

As I was not consulted as to the appearance of my PCs by the illustrator of them in the module in question, it is hardly surprising that my envisioned depictions differ from those drawn. As I do not have a copy of the module anywhere handy, I can not say how different my description of Yrag and Rigby the Ready would be from how they are drawn therein.

Cheers,
Gary

Col_Pladoh

Tuesday, 3rd July, 2007, 05:13 PM

Quote:

*Originally Posted by **Geoffrey***

Gary, do you enjoy playing the ancient Chinese board game Go?

(For the curious, here's some information on Go: http://en.wikipedia.org/wiki/Go_%28board_game%29)

I have played Go, have a cheap set around somewhere, but...

Playing that game drives me crazy. All those little stones of black and white, so many of them, so many interchanges, and so fiddly the process. I grow impatient and tend to lose :]

I much prefer Chinese (or Korean) Chess to Go, and Japanese Chess, *Shogi*, is a game amongst those at the very top of my chess game favorites--the others my own version of *Courier Chess* and the original rules version of *Double Chess*, as set forth in the *Boy's Own Book*, 1890.

Dr. McKnight, a friend of Fritz Leiber, bequeathed his 1870 edition of that book to me because he knew I had the later version. I do not recall if it has the same rules as the 1890 edition or not.

Cheerio,
Gary

Raven Crowking

Tuesday, 3rd July, 2007, 07:50 PM

No question, just wanted to take the time to say "Thank you" for creating this game in the first place.

Col_Pladoh

Tuesday, 3rd July, 2007, 10:19 PM

Quote:

*Originally Posted by **Raven Crowking***

No question, just wanted to take the time to say "Thank you" for creating this game in the first place.

:D

Fun all around!

Cheers,
Gary

Quasqueton

Friday, 13th July, 2007, 12:02 PM

Gary,

1 Attachment(s)

In the 1980s version of the World of Greyhawk books, some of the shield devices on the inside cover have a symbol I can't identify. The symbol is a diamond (square standing on its corner) with an X through it. The realm shields I can see it on are: Onnwall, Idee, Lordship of the Isles, County of Sunndi, and City of Irongate. (See the attachment below.)

I can't find this symbol, or reference to it, in the books (even the section on Oerth runes). Can you shed some light on this symbol?

Quasqueton

Col_Pladoh

Friday, 13th July, 2007, 04:13 PM

Quote:

*Originally Posted by **Quasqueton***

Gary,

In the 1980s version of the World of Greyhawk books, some of the shield devices on the inside cover have a symbol I can't identify. The symbol is a diamond (square standing on its corner) with an X through it. The realm shields I can see it on are: Onnwall, Idee, Lordship of the Isles, County of Sunndi, and City of Irongate. (See the attachment below.)

I can't find this symbol, or reference to it, in the books (even the section on Oerth runes). Can you shed some light on this symbol?

Quasqueton

Happy to oblige :D

The charge is a heraldic knot, the gray-black color indicating iron, and those armorial bearings showing the charge are members of the Iron League.

With the sad news of Fred Saberhagen's passing fresh in my mind, I must say that the Great Kingdom I pictured as akin to John Ominer's Empire of the East.

Cheers,
Gary

RFisher

Tuesday, 17th July, 2007, 01:31 PM

I know these days you prefer to play LA or C&C. & I know you can get tired of AD&D questions, since you get so many of them. But I don't think I've asked one in a good while, & I don't remember seeing this one before.

If you were to run an oAD&D game today, would you use *Unearthed Arcana*? In whole or part? I believe you've said you regret including armor v. weapon adjustments & psionics in the PHB. Do you regret anything you included in UA?

If you were to play in an oAD&D game today, would you ask the DM to allow you to use anything from the UA?

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Col_Pladoh

Tuesday, 17th July, 2007, 05:03 PM

Quote:

*Originally Posted by **RFisher****I know these days you prefer to play LA or C&C. & I know you can get tired of AD&D questions, since you get so many of them. But I don't think I've asked one in a good while, & I don't remember seeing this one before.**If you were to run an oAD&D game today, would you use Unearthed Arcana? In whole or part? I believe you've said you regret including armor v. weapon adjustments & psionics in the PHB. Do you regret anything you included in UA?**If you were to play in an oAD&D game today, would you ask the DM to allow you to use anything from the UA?*

Here I expect to get questions regarding OA/D&D :D

I believe I would use most of the UA work in my theoretical OAD&D campaign--and not use weapon speed, adjustments vs. armor. I did use most of the components of that work in my actual campaign.

I know some grognards dislike the direction of changes included in the UA work, but IMO they made the campaign more varied and interesting. That includes the raise in the level limits of some demi-human types, for I remain firmly behind the restriction on such races as the game assumes a human-dominated world.

Cheers,
Gary

RFisher

Wednesday, 18th July, 2007, 01:21 PM

Quote:

*Originally Posted by **Col_Pladoh****I know some grognards dislike the direction of changes included in the UA work, but IMO they made the campaign more varied and interesting.*

How do you respond to the charge that UA significantly increased PC "power" without a matching increase in the challenges arrayed against them, & thus encouraged munchkins?

Col_Pladoh

Wednesday, 18th July, 2007, 04:58 PM

Quote:

*Originally Posted by **RFisher****How do you respond to the charge that UA significantly increased PC "power" without a matching increase in the challenges arrayed against them, & thus encouraged munchkins?*

:lol:

First and foremost, munchkinism arose as a contemporary of the OD&D game. Nothing in the rules of that or any other version of the game was needed to make it flourish. SO that established as a truism, let us move on.

I say that as barbarians get d12 for HPs, then clearly extrapolation of the same principle must apply to large and vigorous creatures. This mitigates the potential increase in PC prowess. As a matter of fact, adult critters were assigned 7-12 HPs per HD in my AD&D campaign--have been given the same in what I have designed for the C&C game system. Also, with increase in damage due to Strength, all large and powerful monsters, including ogres and giants, gain a damage bonus equal to their number of HD.

Admittedly, this is not in the UA work, but it logically follows, and would have been included in the revised edition of AD&D that I was planning.

Cheers,
Gary

Mycanid

Wednesday, 18th July, 2007, 07:41 PM

Good morning my good sir! :D

Had a lovely cold front clobber us here in the mountains which meant rain all last night! YAY! And with fog this morning you know what THAT means! :]

Anyhoo ... just stopping in to say hello. :)

Col_Pladoh

Wednesday, 18th July, 2007, 07:58 PM

We had a week of very pleasant weather here in Wonderful Wisconsin, mostly sunny and not above 78 in the daytime, cool at night, moderate humidity. It is supposed to warm up after this coming weekend. A daughter that lives in Hamaii is coming here then, so likely that's sufficient to engender hot, muggy weather to greet her visit :]

Cheerio,
Gary

Gentlegamer

Thursday, 19th July, 2007, 04:47 AM

Quote:

*Originally Posted by **Col_Pladoh***

I say that as barbarians get d12 for HPs, then clearly extrapolation of the same principle must apply to large and vigorous creatures. This mitigates the potential increase in PC prowess.

Does this mean the standard hit die for monsters was to be increased from d8 to d12, or only for certain monsters that fall into the "large and vigorous" category?

Quote:

As a matter of fact, adult critters were assigned 7-12 HPs per HD in my AD&D campaign--

Rolled on a d6? This sounds similar to the starting hit die for barbarians as originally presented in *Dragon*.

Quote:

Also, with increase in damage due to Strength, all large and powerful monsters, including ogres and giants, gain a damage bonus equal to their number of HD.

Was the determination of such a damage bonus dependant on the monster's assumed Strength score or just on the fact that monster was large and presumably strong? Would this damage bonus apply to natural attacks as well as those attacking with weapons?

Quote:

Admittedly, this is not in the UA work, but it logically follows, and would have been included in the revised edition of AD&D that I was planning.

It's always great to get some insight into the "lost" 2nd edition AD&D! Thanks!

EvilPheemy

Thursday, 19th July, 2007, 04:59 AM

d12 hit dice is an interesting twist on the classic OD&D d8 mechanic. Of course that means Ogres go to 4d12+1 which frightens my inner 4th level magic user. :D

The Giant Modules would almost have to be reclassified for levels 10-14 with d12 Frost and Fire Giants.

RFisher

Thursday, 19th July, 2007, 01:30 PM

Quote:

*Originally Posted by **Gary Gygax, Dragon #318***

As a typically ambitious player, I did what all others of that ilk do: Everything I could do to gain advantage for my PCs and rise in level as rapidly as possible.

In another thread, it has been implied--if not explicitly stated--that this quote of yours indicates that you yourself are a munchkin or powergamer. How do you plead? (^_^)

Col_Pladoh

Thursday, 19th July, 2007, 05:12 PM

Quote:

*Originally Posted by **Gentlegamer***

Does this mean the standard hit die for monsters was to be increased from d8 to d12, or only for certain monsters that fall into the "large and vigorous" category?

Rolled on a d6? This sounds similar to the starting hit die for barbarians as originally presented in Dragon.

Actually I planned to go through the monsters' roster and re-assign HD types--d4, d6, d8, d10, and d12. While doing that in regards to the HPs of each type, the monsters' chance to hit based on number of HD would not be affected.

As too often "weak" monsters were randolly generated, I also planned to have robust adults possess HP totals of something over 50% of the possible maximum by using a HP generation system such as 3-4, 4-6, 6-10, 7-12 using the appropriate die to determine the actual number generated--d2, d3, d5, d6. Non-robust--immature, old, sick, injured, or even non-physically active sorts such as spell caster--monsters would

have the obverse HP range using the same type of die without addition.

Quote:

*Was the determination of such a damage bonus dependant on the monster's assumed Strength score or just on the fact that monster was large and presumably strong? Would this damage bonus apply to natural attacks as well as those attacking with weapons?
It's always great to get some insight into the "lost" 2nd edition AD&D! Thanks!*

As a ganeral rule I used HD = additional damage, half HD for the non-robust individuals. So an ogre would be 4d12 + 1 HPs, with damage as +4 or +2.

A 1st level m-u with a Sleep spell could still count on taking out the orge.

Cheers,
Gary

Col_Pladoh

Thursday, 19th July, 2007, 05:16 PM

Quote:

*Originally Posted by **EvilPheemy***

d12 hit dice is an interesting twist on the classic OD&D d8 mechanic. Of course that means Ogres go to 4d12+1 which frightens my inner 4th level magic user. :D

The Giant Modules would almost have to be reclassified for levels 10-14 with d12 Frost and Fire Giants.

See above for the power of the m-u over the improved ogre and all other monsters of less than 4d +2 capacity.

I must agree that the suggested PC level for the G series of modules would have to be boosted beginning with the initial one where Hill Giants are the principal adversaries.

Cheers,
Gary

Col_Pladoh

Thursday, 19th July, 2007, 05:21 PM

Quote:

*Originally Posted by **RFisher***

In another thread, it has been implied--if not explicitly stated--that this quote of yours indicates that you yourself are a munchkin or powergamer. How do you plead? (^_^)

Would you believe a capable stratigist and tactician desirous of playing a PC so as to maximize his potential and excel in performing his role within the party or as an individual adventuring in the campaign setting, so as to succeed in reaching objectives and goals as established by a character mission statement?

Cheerio,
Gary

Flexor the Mighty!

Thursday, 19th July, 2007, 05:50 PM

Quote:

*Originally Posted by **Col_Pladoh***

Would you believe a capable stratigist and tactician desirous of playing a PC so as to maximize his potential and excel in performing his role within the party or as an individual adventuring in the campaign setting, so as to succeed in reaching objectives and goals as established by a character mission statement?

*Cheerio,
Gary*

That's just badwrongfun Gary. You suck.

please don't put me in the tomb of horrors :uhoh:

;)

Quote:

*Originally Posted by **Flexor the Mighty!***

That's just badwrongfun Gary. You suck.

please don't put me in the tomb of horrors :uhoh:

;)

:lol: :p :lol:

And here I thought it was simply a matter of playing the game as well as I could...even with a bit of yakking and character voice included. So...

It is not the ToH that you are off to but rather to the *Isle of the Ape* to play with Oonga :eek:

:D

Gary

Flexor the Mighty!

Thursday, 19th July, 2007, 08:05 PM

He's a nice friendly Super-Ape....isn't he? :uhoh:

Can I have a +5 banana to take with me?

Col_Pladoh

Thursday, 19th July, 2007, 08:11 PM

Quote:

*Originally Posted by **Flexor the Mighty!***

He's a nice friendly Super-Ape....isn't he? :uhoh:

Can I have a +5 banana to take with me?

Perhaos I was a bit carried away when I stated out Oonga, but I loved and still do the 1938 *King Kong* film...and I was fed up with the top players' PCs in my campaign kicking around almost every monster sent against them.

Then again, Mordenkainen, bigby, and several other members of their group did wipe out 3K of goblins Rob Kuntz sent against them, luckily from a distance, and I found it quite appropriate.

See, it is easy to wear two different hats :lol:

Cheers,
Gary

Gentlegamer

Thursday, 19th July, 2007, 09:30 PM

Quote:

*Originally Posted by **Col_Pladoh***

*Perhaos I was a bit carried away when I stated out Oonga, but I loved and still do the 1938 *King Kong* film...and I was fed up with the top players' PCs in my campaign kicking around almost every monster sent against them.*

I take it the revisions you planned for monsters related above were part of your effort to "beef up" monsters because of this situation.

Were there any other rules tweaks or general tactics you developed to add challenge against "top players" . . ?

Gentlegamer

Thursday, 19th July, 2007, 09:40 PM

Quote:

*Originally Posted by **Col_Pladoh***

I must agree that the suggested PC level for the G series of modules would have to be boosted beginning with the initial one where Hill Giants are the principal adversaries.

With the added power allowed to PCs in *Unearthed Arcana*, perhaps it would have been a wash.

A double specialized 10th level ranger would be dealing +13 damage per melee hit against giants, before any consideration of magic weapon or

Strength bonus, for example.

With the increase in size of hit dice and the corresponding number of hit points per die, would any change have been made to the xp award per hit point? Would the monster HD damage bonus be considered a new special or extraordinary ability? Or would it just fall under the original guidelines for damage ranges given in the XP section of the DMG (meaning more monsters would qualify for xp bonus due to increased damage range)?

gideon_thorne

Thursday, 19th July, 2007, 09:48 PM

Quote:

*Originally Posted by **Gentlegamer***

*With the added power allowed to PCs in *Unearthed Arcana*, perhaps it would have been a wash.*

A double specialized 10th level ranger would be dealing +13 damage per melee hit against giants, before any consideration of magic weapon or Strength bonus, for example.

smiles Thats where you give the adversary the combat capability of a 10th level fighter, and perhaps that many HD. Twould be a rather nasty shock against the above Ranger when their opponent doesn't go down as easy as they like. ^_^

Gentlegamer

Thursday, 19th July, 2007, 10:05 PM

Quote:

*Originally Posted by **gideon_thorne***

**smiles* Thats where you give the adversary the combat capability of a 10th level fighter, and perhaps that many HD. Twould be a rather nasty shock against the above Ranger when their opponent doesn't go down as easy as they like. ^_^*

We're already talking about hill giants with 7-12 hit points per hit die, dealing +8 additional damage with each successful hit. That is, adult hill giants with average 77.5 hit points, dealing average 17 points of damage per hit.

Col_Pladoh

Thursday, 19th July, 2007, 10:10 PM

Quote:

*Originally Posted by **Gentlegamer***

I take it the revisions you planned for monsters related above were part of your effort to "beef up" monsters because of this situation.

Were there any other rules tweaks or general tactics you developed to add challenge against "top players" . . ?

That assumption is correct.

When the monsters were consolidated into a revised MM volume or two, I planned to give a point sunning and/or intellect rating for them so as to enable the DM to use that nformation when acting for the monsters. (After opinbdering the matter for a time I have done this in the supplement to the LA game.)

That's about all I can recall off the top of my head. It has been over 20 years... :uhoh:

Cheers,
Gary

Col_Pladoh

Thursday, 19th July, 2007, 10:13 PM

Quote:

*Originally Posted by **Gentlegamer****With the added power allowed to PCs in *Unearthed Arcana*, perhaps it would have been a wash.**A double specialized 10th level ranger would be dealing +13 damage per melee hit against giants, before any consideration of magic weapon or Strength bonus, for example.**With the increase in size of hit dice and the corresponding number of hit points per die, would any change have been made to the xp award per hit point? Would the monster HD damage bonus be considered a new special or extraordinary ability? Or would it just fall under the original guidelines for damage ranges given in the XP section of the DMG (meaning more monsters would qualify for XO bonus due to increased damage range)?*

I believe I would have left the XP award guidelines alone. Damage bonus would not be re-rated, and the HPs possessed would suffice for adjusting XPs gained, most up a bit, some down.

Cheerio,
Gary

the black knight

Friday, 20th July, 2007, 06:25 AM

Hey Gary,

How much camp do you have in your games? Do you find it common? What are your feelings on that theatric element in gaming?

Thanks,

TBK

P.S. Please don't disintegrate me, but are you planning to read *The Expedition to Castle Greyhawk* when it comes out?

Edena_of_Neith

Friday, 20th July, 2007, 10:44 AM

Gary, do you still answer e-mails?
If yes, do you have a public e-mail?

I remember that you once did, so I was just asking.

Yours Sincerely
Edena_of_Neith

Joseph Elric Smith

Friday, 20th July, 2007, 11:30 AM

well you could always just ask your question here. or on his game list or his political talk list, or one of the many forums at DF.
Ken

RFisher

Friday, 20th July, 2007, 01:17 PM

Quote:

*Originally Posted by **Col_Pladoh****Would you believe a capable stratigist and tactician desirous of playing a PC so as to maximize his potential and excel in performing his role within the party or as an individual adventuring in the campaign setting, so as to succeed in reaching objectives and goals as established by a character mission statement?*

Indeed, I would! I've tended to think that munchkinism is in the eye of the beholder, since what I observe people calling munchkin often seems like merely smart play to me.

You said that munchkinism was there from the start. (Did it already exist in previous war/hobby games, or is it something unique to D&D & its offspring?) So, what--in your opinion--is it? What is the dividing line between good playing & munchkin playing?

Quasqueton

Friday, 20th July, 2007, 02:21 PM

Wrong thread.

[Edit: I was replying to another thread, and somehow posted it here.]

Quasqueton

Col_Pladoh

Friday, 20th July, 2007, 04:15 PM

Quote:

*Originally Posted by **the black knight***

Hey Gary,

How much camp do you have in your games? Do you find it common? What are your feelings on that theatric element in gaming?

Thanks,

TBK

P.S. Please don't disintegrate me, but are you planning to read The Expedition to Castle Greyhawk when it comes out?

The tenor of any game session depends on my mood and that of the players. Some sessions are straightforward RPGing, others somewhat campy with bad theatrics from me and one or more of the others, and not a few meetings are rife with jokes and puns...mainly from me :eek:

As for reading that book, surely you jest :mad:

:lol:

Gary

Col_Pladoh

Friday, 20th July, 2007, 04:17 PM

Quote:

*Originally Posted by **Edena_of_Neith***

Gary, do you still answer e-mails?

If yes, do you have a public e-mail?

I remember that you once did, so I was just asking.

Yours Sincerely

Edena_of_Neith

Howdy,

Not that I am particularly fond of answering email messages, but yes, I do just that virtually every day.

The addy is no secret: ggygax@genevaonline.com

Cheerio,

Gary

Col_Pladoh

Friday, 20th July, 2007, 04:19 PM

Quote:

*Originally Posted by **Joseph Elric Smith***

well you could always just ask your question here. or on his game list or his political talk list, or one of the many forums at DF.

Ken

Hey Ken!

You omitted the Troll Lord Games, www.lejendary.com, and FansForChrist boards :lol:

Cheerio,

Gary

Col_Pladoh

Friday, 20th July, 2007, 04:30 PM

Quote:

Originally Posted by **RFisher**

Indeed, I would! I've tended to think that munchkinism is in the eye of the beholder, since what I observe people calling munchkin often seems like merely smart play to me.

You said that munchkinism was there from the start. (Did it already exist in previous war/hobby games, or is it something unique to D&D & its offspring?) So, what--in your opinion--is it? What is the dividing line between good playing & munchkin playing?

Munchkinism certainly existed in military miniatures gaming as was evidenced by young players with dozens of PzKw VI "King Tigers" or JS III tanks showing up for a WWII battle.

That typifies what the term means: Someone employing or seeking to use exceptional and typically unearned assets in order to prevail or excel in play. An RPGing muchnkin fudges his character's stats. HPs, XPs, and equipment. When berift of those advantages, or simply faced with a situation demading skillful play--reasoning, thinking, innovation--they fall flat/

So enough beating up on munchkins. Many mature and become solid gamers ;)

Cheerio,
Gary

Col_Pladoh

Friday, 20th July, 2007, 04:31 PM

Quote:

Originally Posted by **Quasqueton**

Wrong thread.

Quasqueton

I beg your pardon!

Just what do you find wroing with this thread? :]

:lol:
Gary

Quasqueton

Friday, 20th July, 2007, 04:38 PM

Quote:

I beg your pardon!

Just what do you find wroing with this thread?

Not nearly enough womens.

Quasqueton

Col_Pladoh

Friday, 20th July, 2007, 05:01 PM

Quote:

Originally Posted by **Quasqueton**

Not nearly enough womens.

Quasqueton

Ouch!

Got me there, fair and square too :heh:

:cool:
Gary

Mark CMG

Friday, 20th July, 2007, 05:52 PM

Quote:

Originally Posted by **Col_Pladoh**

Howdy,

Not that I am particularly fond of answering email messages, but yes, I do just that virtually every day.

The addy is no secret: ggygax@genevaonline.com

Cheerio,
Gary

You might want to set a buffer limit. I have a feeling you are about to get some email, virtually every day.

Col_Pladoh

Friday, 20th July, 2007, 06:06 PM

Quote:

*Originally Posted by **Mark CMG***

You might want to set a buffer limit. I have a feeling you are about to get some email, virtually every day.

Not to worry. This isn't the first time I have posted my email addy here. Teh fellows here are not prone to sending off superfluous messages, thank goodness. The daily spam count in my inbox runs to around 100 missives, while only about 30 or so others are ones I read/respond to.

Board posts take up as much time as email responses :uhoh:

Cheerio,
Gary

the black knight

Saturday, 21st July, 2007, 12:34 AM

Quote:

*Originally Posted by **Col_Pladoh***

The tenor of any game session depends on my mood and that of the players. Some sessions are straightforward RPGing, others somewhat campy with bad theatrics from me and one or more of the others, and not a few meetings are rife with jokes and puns...mainly from me :eek:

As for reading that book, surely you jest :mad:

:lol:
Gary

Gary,

How campy do you get yourself? Which of your characters have exhibited the most camp of all? Does Mordy ever go over the top?

TBK

thorian

Saturday, 21st July, 2007, 06:14 AM

Gary,

First of all, since this is the first time I've spoken to you, albeit virtually, I'd like to thank you for the following:

- 1) Thank you for creating something that has given me endless hours of enjoyment for over 25 years.
- 2) Thank you for posting in this forum and taking the time to answer so many questions.
- 3) Thank you for providing a means for me (and many others) to meet interesting people and cultivate life-long friendships.

I'd be remiss if I didn't take the time to thank you after all you have done. I don't mean to sound sycophantic, but thanks are in order.

Now to my question: I understand you are attending GenCon this year. Do you plan on partaking in any role-playing, or even running some games? I didn't see you listed under any of the events in the online catalog.

Thanks,
~Alan

the black knight

Saturday, 21st July, 2007, 05:06 PM

Gary,

One last question if I may, and forgive me if this has already been asked, but how close are we to seeing Castle Zagyg released?

TBK

Joseph Eric Smith

Saturday, 21st July, 2007, 05:22 PM

Well I figure once he got started on those first few he would find the rest of your hiding spots :)
Ken

Quote:

*Originally Posted by **Col_Pladoh***

Hey Ken!

You omitted the Troll Lord Games, www.legendary.com, and FansForChrist boards :lol:

Cheerio,
Gary

Joseph Elric Smith

Saturday, 21st July, 2007, 05:23 PM

Yes but Gary why do all mine end up in yourspam file is the question LOL
ken

Quote:

*Originally Posted by **Col_Pladoh***

Not to worry. This isn't the first time I have posted my email addy here. Teh fellows here are not prone to sending off superflous messages, thank goodness. The daily spam count in my inbox runs to around 100 missives, while only about 30 or so others are ones I read/respond to.

Board posts take up as much time as email responses :uhoh:

*Cheerio,
Gary*

Gary Gygax Q&A: Part XIII

Printable View

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Geoffrey

Saturday, 21st July, 2007, 10:57 PM

Quote:

*Originally Posted by Col_Pladoh**I loved and still do the 1933 King Kong film.*

Me too. My local public library has a large theatre screen in it. I showed the movie and it was simply INCREDIBLE on the big screen. I noticed all kinds of details in the jungles of Skull Island that I never noticed just watching the DVD on my TV set at home.

I miss stop-motion. :(

bolen

Saturday, 21st July, 2007, 11:49 PM

hey Gary

Sorry if this has been asked and answered (I feel sure it has). Will you be at Gen Con next month?

RFisher

Monday, 23rd July, 2007, 05:33 PM

Quote:

*Originally Posted by Col_Pladoh**So enough beating up on munchkins. Many mature and become solid gamers ;)*

Agreed!

I hope this doesn't count as continuing to beat up on them, as I do have another question on this topic that I'd like your wisdom on:

How do we best deal with munchkins? Can we use rules to discourage them? Do we kick them out of the game & tell them to return when they've matured?

Edena_of_Neith

Monday, 23rd July, 2007, 07:04 PM

(very solemnly, quietly)

I guess this, for me, is The Question.

-

Gary Gygax, do you consider my character Edena, 1st/2nd Edition cleric 121st / wizard 40th (dual classed) to be a legitimate character?

If you require information and background on Edena so you can determine the answer, I will provide anything you ask for.

Yours Sincerely to the Creator of D&D
Edena_of_Neith

Flexor the Mighty!

Monday, 23rd July, 2007, 07:20 PM

You really can't expect an honest answer without detailing the...interesting way it gained those levels. :)

Edena_of_Neith

Monday, 23rd July, 2007, 07:46 PM

That may be true. Or maybe not true.

If true, I will provide the information asked of me. Any information asked.

Since I have been the subject of public ridicule on this matter for 15 years, this is an important question for me.

Sincerely
Edena_of_Neith

Col_Pladoh

Monday, 23rd July, 2007, 07:54 PM

Quote:

Originally Posted by **the black knight**

Gary,

How campy do you get yourself? Which of your characters have exhibited the most camp of all? Does Mordy ever go over the top?

TBK

About the worst I get in this regard is quoting or playing the role of some well-known group or person--Monty Python skits, the Firesign Theater recordings (amongst my favorite comedic material!), Bela Lugosi as Dracula, Lon Chaney, Jr. as the wolfman, etc. Now and then I will attempt a particular sort of accent or mannerism in order to convey the actual nature of the NPC, or just to inject a note of levity into play.

Cheerio,
Gary

Col_Pladoh

Monday, 23rd July, 2007, 08:01 PM

Quote:

Originally Posted by **thorian**

Gary,

First of all, since this is the first time I've spoken to you, albeit virtually, I'd like to thank you for the following:

- 1) Thank you for creating something that has given me endless hours of enjoyment for over 25 years.*
- 2) Thank you for posting in this forum and taking the time to answer so many questions.*
- 3) Thank you for providing a means for me (and many others) to meet interesting people and cultivate life-long friendships.*

I'd be remiss if I didn't take the time to thank you after all you have done. I don't mean to sound sycophantic, but thanks are in order.

Now to my question: I understand you are attending GenCon this year. Do you plan on partaking in any role-playing, or even running some games? I didn't see you listed under any of the events in the online catalog.

Thanks,
~Alan

You are most welcome across the board. It should go without saying that I have gotten a lot of enjoyment doing the things noted, and I do enjoy the virtual fellowship provided by these and other gaming boards.

As to my schedule at GenCon, I don't believe I will be GMing more than a single special game on Wednesday evening. The panels, autographing, and schmoozing in store for me will likely pretty well wear me out. The medications I have to take tend to drain a good deal of my energy is seems :\

When the small Lake Geneva Gaming Convention and its sister event Winterdark occur here I am not hassled, so I normally run about three RPG sessions.

Cheers,
Gary

Col_Pladoh

Monday, 23rd July, 2007, 08:09 PM

Quote:

Originally Posted by **the black knight**

Gary,

One last question if I may, and forgive me if this has already been asked, but how close are we to seeing Castle Zagyg released?

TBK

Only the Trolls can speak authoratively, but...

My best guesstimate is that the several parts will be released incrementally over this coming autumn and winter, then into the spring and summer of 2008.

The introductory *Eastmark Gazetteer* with some of the castle's immediate environs will be available at GenCon.

What I am personally hoping will make release there is my *King of England - King of France* card/boardgame for 3-5 players. Although extensively playtested several years ago, I have not played in in some time, and I hope to have it for boardgaming sessions held here in Lake Geneva with a crew that includes my son Ernie, Tom Wham, Dennis Harsh, Russ Ingram, and occassional other participants (likely including my grandson Mike Gyax). Of course if more that five show up it will be another game, but often there are only four or five available to participate.

Cheers,
Gary

Col_Pladoh

Monday, 23rd July, 2007, 08:11 PM

Quote:

*Originally Posted by **Joseph Elric Smith***

Well I figure once he got started on those first few he would find the rest of your hiding spots :)
Ken

:lol:

Got me Ken!

...only the FansForChrist boards have been down since yesterday :\

Cheerio,
Gary

Col_Pladoh

Monday, 23rd July, 2007, 08:12 PM

Quote:

*Originally Posted by **Joseph Elric Smith***

Yes but Gary why do all mine end up in your spam file is the question LOL
ken

You mean sorta like this one? :p

:lol:
Gary

the black knight

Monday, 23rd July, 2007, 08:43 PM

Hey Gary,

Thanks for all the forthright responses to my questions. It's greatly appreciated.

I keep saying this, but I've got one last question for you.

What's the cruellest thing you've ever done, as a DM, to a player character?

Was it deserved? Do you regret doing it?

Curious,
the black knight

P.S. Have you watched Chimes at Midnight yet?

Col_Pladoh

Monday, 23rd July, 2007, 08:51 PM

Quote:

*Originally Posted by **Geoffrey***

Me too. My local public library has a large theatre screen in it. I showed the movie and it was simply INCREDIBLE on the big screen. I noticed all kinds of details in the jungles of Skull Island that I never noticed just watching the DVD on my TV set at home.

I miss stop-motion. :(

I suspect the chaps that had to move the models a fraction of an inch repeatedly don't miss it much at all :lol:

My older brother tantalized me with his description of the movie when I was just a tad of four or five. I vowed then and there that I would see it for myself at the earliest possible time. That came in the late 50s when it was shown on the TV--in an edited version. I recognized that when what my brother described to me was lacking in the sequence where King breaks through the gates and demolishes the native village. Since then I have seen it on a theater screen only once, but manytimes on my own big screen telly as I have a video tape of the movie. The jungle background is hard to pick up even on that large a screen.

Cheers,
Garyt

Col_Pladoh

Monday, 23rd July, 2007, 08:57 PM

Quote:

Originally Posted by **bolan**

hey Gary

Sorry if this has been asked and answered (I feel sure it has). Will you be at Gen Con next month?

Sure will be. Peter made me an offer I couldn't refuse. It is the 40th GenCon after all, and i doubt I'll be around to attend the big 50th...save in spirit :lol:

I won't be doing a lot there, a few panels including the one of Christian gaming, autographing at the Troll Lord Games and Piazos Exhibits, at the opening ceremonies, the special dinner, Tracy's Killer Breakfast most likely. That's about all the formal events in which I will be participating. On down time I plan to kick back at the Trolls booth...and answer questions/schmooz with those that stop by to do same.

Cheers,
Gary

Col_Pladoh

Monday, 23rd July, 2007, 09:01 PM

Quote:

Originally Posted by **RFisher**

Agreed!

I hope this doesn't count as continuing to beat up on them, as I do have another question on this topic that I'd like your wisdom on:

How do we best deal with munchkins? Can we use rules to discourage them? Do we kick them out of the game & tell them to return when they've matured?

Encourage them to be more mature in play--and the other players will likely employ peer pressure to reinforce what you suggest. Only if the munchkin's play was spoiling the game for the remainder of the group would I give one the boot--that alone with him, gently and encouraging a return, when a less childish approach to participating would be used by him.

Cheerio,
Gary

Col_Pladoh

Monday, 23rd July, 2007, 09:13 PM

Quote:

Originally Posted by **Edena_of_Neith**

(very solemnly, quietly)

I guess this, for me, is The Question.

-

Gary Gygax, do you consider my character Edena, 1st/2nd Edition cleric 121st / wizard 40th (dual classed) to be a legitimate character?

If you require information and background on Edena so you can determine the answer, I will provide anything you ask for.

Yours Sincerely to the Creator of D&D
Edena_of_Neith

:confused:

Now dude! How can I answer that question? I do not know the nature of the campaign or campaigns in which your PC has played, how your DM(s) managed the campaign, for how many years you have played that one character, etc.

O must admit that the levels stated are very high indeed for even the super-powered campaigns that I know of, one, for example, where my 13th level PC was as a 1st level 1s to one of c. 10 level. My leige lord was 40th level, and there were more powerful PCs and NPC in the setting. He managed the challenges for such high-level PCs very well.

So, again the campaign, DM, the number and nature of adventures completed, and the number of years played to reach those incredibly high levels are necessary to even begin to judge the validity of things.

It doesn't really matter either way, because if you like the character, feel satisfied with how you played and attained those levels, what else counts?

Col_Pladoh

Monday, 23rd July, 2007, 09:15 PM

Quote:

Originally Posted by **Flexor the Mighty!**

You really can't expect an honest answer without detailing the...interesting way it gained those levels. :)

Pretty much what I said...in part ;)

Cheers,
Gary

Edena_of_Neith

Monday, 23rd July, 2007, 09:17 PM

May I relate the history?

Yours Sincerely
Edena_of_Neith

Col_Pladoh

Monday, 23rd July, 2007, 09:24 PM

Quote:

*Originally Posted by **the black knight***

Hey Gary,

Thanks for all the forthright responses to my questions. It's greatly appreciated.

I keep saying this, but I've got one last question for you.

What's the cruellest thing you've ever done, as a DM, to a player character?

Was it deserved? Do you regret doing it?

Curious,

the black knight

P.S. Have you watched Chimes at Midnight yet?

That would be when Rob Kuntz and I were DMing for my son Ernie and a chap named Mark Ratner that played a Paladin with a holy sword. Ernie was far worse with two fairly earned/gained vorpal blades.

They freed a demon prince, Fraz'urb'lu, Ernie's PC not using any metagaming information he could have, not even a hint, that was so pleased with the two that he carried them off to his domain in the Abyss where I rules that all three of their swords turned into useless hunks of iron.

They did not deserve that, and had I been fair I would have reversed the ruling as soon thereafter as possible. I did not and I regret it to this day.

Many a PC has been killed in mu campaign, but all those losses were because of very bad luck or like play. I have never set out to eliminate a PC in my campaign, only for special events at cons where the participants expect to have that happen. When a player is distraught aboyt such a loss, I empathise strongly...

Cheers,
Gary

Col_Pladoh

Monday, 23rd July, 2007, 09:29 PM

Quote:

*Originally Posted by **Edena_of_Neith***

May I relate the history?

*Yours Sincerely
Edena_of_Neith*

If you insist, but I believe that my validation, or not, is unnecessary. I have publically stated that very high-level PCs in a campaign well-managed to deal with such challenge are as valid as low-level ones.

IIRR, my friend Francois Marcela Froideval had at least one PC that was around 50th level...and he had a higher-level overlord. The main challenges were player to player, player to demi-deity...and terrasqes :lol:

Cheers,
Gary

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Edena_of_Neith

Monday, 23rd July, 2007, 11:37 PM

I would tell a story then.

It's a very long story (it's a long post even by my standards.) Please read it at your leisure, or whatever part you wish.

I feel I owe it to you, Gary. You deserve a full explanation from me.

Back in 1976, I learned of a game called D&D (what everyone calls OD&D now) and I attempted playing it.

After a year of playing, my first characters survived their first dungeon, and these were Clara (named after the girl in the Nutcracker) and Edena (a sidekick, needed for healing spells ... although those only came at 2nd level.)

This game was set in B1, and we conquered most of the upper level. Then the game broke up because of rules arguments between my father and my brothers.

Clara and Edena gained 2nd level after 2 adventures. (It is noteworthy that Edena had 3 hit points, was kicked by the party donkey for 2 hit points, and sat on the donkey for the entire first session, doing nothing but staying alive. A most humble beginning.)

I was in another game, in a module whose name I do not remember. In that game, Clara and Edena gained 3rd level.

I was asked at that point to translate them into 1st edition, now out (it was 1979.) So I did so.

I met a large and friendly gaming group at the age of 15. And they had a campaign going called Demonbane. I was invited to join, but could bring only one character. I had to choose, and it was hard: I finally choose Edena because he seemed weaker and needed strengthening. I was not allowed to change characters after that, so Edena became my main protagonist in this long campaign.

In Gregg's Castle (Demonbane), Edena gained 4th level (1st edition.)

In Mad Wizard's Revenge (Demonbane), Edena gained 5th level ... and drank the Potion of Eternal Youth met for the high level NPC wizard (the DM never told me what we were going after ... nobody in the party bothered to tell me that potion was for an NPC ... Edena drank it, thinking it would grant heroism in the face of the horned devils attacking the party ...)

In Quest for the Runestone Staff (Demonbane), Edena gained 6th, and then 7th level.

In the Final Battle for Demonbane (Demonbane), Edena gained 8th, and then 9th level (we went on a touring trip through interesting places like Q1, Avernus, fought in the Siege of Meln, and so on. We obtained the artifact, and brought it back to the NPCs who so badly needed it.)

Edena went through part of the Desert of Desolation series, then through the Deathwish Campaign, and gained 10th level.

Edena then went through The City Through the Gate. We did not find the Mace of St Cuthbert. We did run into Doctor Who. We *did* run into the Minions of Cthulu.

Edena gained no levels.

We challenged S1, the Tomb of Horrors. We gained the Crypt. We beat Acererak (but did not kill him permanently.) Edena was the only survivor ... he was the weakest character, and by the time Acererak reached him, Edena destroyed the skull. Sadly, Edena could not save his lost friends. Edena gained 11th level.

Edena went through the scenario known as Thieve's World. We toured the infamous city. We had a lot of fun in there. And a lot of trouble.

A shadow dragon drained Edena back to 10th level at this point.

Edena went into City Beyond the Gate a second time. There was much fighting against the Old Ones. Edena survived, rescued a lot of people, and learned a great deal about Terran lore.

-

And so on.

In this way, through standard play, Edena eventually reached 21st level as a cleric.

At this point, I retired the character. No games existed at this level. There was no way to further the adventure.

I went on to play many other characters. (I had already played many others, of course.) There were many other games, other good times, other challenges, other times and places.

I could fill hundreds of pages with those experiences and adventures. Suffice it to say, there was a lot that Dungeons and Dragons gave for me. The memories of those good times are forever.

And, of course, there was Star Fleet Battles, Battletech, Rolemaster (!), Car Wars, Dawn Patrol, and a host of other games besides D&D, in which I and my friends participated. We even had one player who created a three-tiered Dragonchess (Dragon Magazine #100) set, and we tried that (it's checkmate in one move, if you don't act immediately.)

-

Gary, I wanted to complete Edena's story in some sort of satisfactory way. And I could not do so. I could not find the right DM.

My old DM refused to allow the destruction of Goodslayer, Demonbane's opposite, by arbitrary ruling, and the good NPCs turned on Edena, so there was no good story ending there.

The Test of the Council gave Edena the ability to create a mage's enclave, but Edena was a cleric, and the DM moved away. No way to end Edena's story there.

And so on.

I so very much wanted a satisfactory ending for the character, and none was to be found.

I returned to playing Edena.

But I could not play him at 21st level. It was impossible. No such high level games existed.

I decided to arbitrarily lower him to levels between 1st and 10th, depending on the game, and with the DM's knowledge and permission. In this

case, Edena was greatly weakened and without the items he had gained ... and if he was killed, he was killed PERMANENTLY. He could not go to his friends and allies gained in previous adventures, or rely upon items gained in previous adventures, to bring him back.

This proved very unfulfilling. A lot of risk, and no reward ... except finishing Edena's story, of course. But the risk was overwhelming, and I believed this unreasonable.

-

So I asked permission to add any levels Edena gained, at lower level, to his top levels. Not experience points, but levels. Thus, if Edena went from 2nd to 3rd level in the game, his top level went from 21st to 22nd level. This was INCUMBENT upon the DM's prior approval and express permission. I received such permission.

So why this approach?

Remember that if I stripped Edena to 2nd level, I took away everything he had. He was now a 2nd level character, with nothing - no items, no allies, no nothing.

I figured that there was an equivalency - that the effort necessary to go from 2nd to 3rd level, the risks involved, were equivalent to the risks involved in going from 21st to 22nd level.

Now, of course, higher level characters must deal with higher level monsters. But higher level characters have more power with which to deal with these greater challenges.

Higher level characters had to obtain vastly more experience points to level. But *at that time* experience was mostly earned through the obtainment of gold pieces and magical items, and these were typically handed out in vast quantities at high level by most DMs I had ever known ... and in small quantities at low level. Another equivalency.

Thus I felt satisfied that I remained within the Spirit of the Game in doing as I did. So did my DMs, who awarded the levels.

And fortunately, Edena - at those lower levels - managed to survive in all those adventures. I mean, let's say you're 25th level, and you're real powerful ... and you voluntarily reduce your character to 3rd level, take away all his magic, and say 'if he's killed like this he's permanently dead!' Yep, I did that. Over and over. And Edena won, again and again, triumphing over foes big and small.

I did not advance Edena beyond the charts.

That is, his THACO never dropped below -3 (the maximum for clerics), his saves never improved beyond 19th level (the maximum for clerics), and his turning ability never increased beyond 14th level (the maximum for clerics.)

What did continue to improve were his hit points, and I was allowed to add his Constitution bonus. Also, his spells improved (based on the charts, up to 30th level, and extrapolating beyond that point from the chart.)

The ultimate result was a character who is effectively a 19th level cleric who happens to have 250 hit points, and about 20 spells per level, up through 7th level.

He never gained more than one attack per round. He never gained the ability to cast more than one spell per round. He *never* gained anything like Quicken Spell.

He never threw a spell, if he took even a single point of damage. For the rules were the rules, and if you took damage, your spells being cast were ruined. That applied to clerics of 1st level ... and 121st level.

-

I attempted to complete Edena's story, but I never could find a satisfactory ending. I asked DMs for help on this, but received frustration instead (why? I don't know.)

So I kept playing Edena, seeking to finish his story.

When Edena's 'top' level reached 30th, I continued to give him levels, but these were honorary. It was patently obvious that nobody was above 30th level (except the phaerimm, that race of super genius mages who average 40th - see the Ruins of Myth Drannor boxed set.) It was patently obvious that nobody could be above 30th level, for some reason, with some extreme exceptions like Acererak.

But Edena's story never came to a conclusion, my frustration grew, and I kept trying and trying, and so the levels stacked up.

Edena *never* became anything like Acererak. Acererak had power beyond anything Edena could have. Acererak could look you in the face and melt your body and eat your soul. Edena could not do such things. He was merely a 19th level cleric with extra hit points and more spells than usual.

Indeed, Edena (chuckles) had a bad tendency to lose all his items real fast (except an artifact gained) Fireballs, dragon's breath, and acid (not to mention disintegrate and Mordenkainen's Disjunction) had this bad tendency to FRY EVERYTHING your character had. LOL. (And yes, back at that time, magical items tended to explode when destroyed.)

In the end, Edena was left with only Peacemaker, his original mace (the one he took into B1 at 1st level), which he kept as a personal memoir and an honorary weapon. This mace was destroyed repeatedly, but Edena always repaired it or reforged it and kept it at his waist.

When Edena was 10th level, he was challenged by Odin, his patron diety, to combat against an unknown foe. He was offered great reward (the artifact) if he won, and permanent death if he lost.

He was stuck in a chamber with no escape against a sabre-toothed were-tiger. After the battle from hell (cure light wounds is far more useful than people think ... (winces)) Edena won (with lycanthropy, later cured) and obtained the artifact.

But Odin demanded something else. He demanded Edena become Good. And Odin demanded this without explaining what Good WAS. He left that for Edena to figure out.

Edena had come from a Norse background, foresaw nothing but Nifleheim upon his death (an eternity in the Grey Waste, ultimate neutral evil) regardless of what he did (Odin showed this to him personally), and therefore became obsessed with *life* since life was all there was.

Asked to be 'Good', Edena - upon some adventuring and learning - came to appreciate that Good equated with Life, and was about preserving and protecting Life, cherishing Life. Edena, being Norsish, saw that giving battle to Evil, standing as a champion against Evil, was the best way to uphold Good, to champion Life, to cherish Life.

Thus Edena never came to revere, respect, or even discuss 'balance.'

After 'balance' became popular among the 'Good Guys', Edena never subscribed to it. He continued his attempts to give battle to Evil, to stand up against Evil in all it's forms, to constantly challenge Evil wherever it was.

Of course, this made Edena a rabble-rouser and disturber of the peace of the worst sort, and since Edena was so utterly dedicated, so extremely driven, so absolutely implacable and uncompromising, he came to be viewed as a lunatic by most people. (A view that continues through the current time.)

And since Edena *knew* that nothing but the Grey Waste, eternal dark and cold, awaited him after his final death, regardless of what he did, he kept him championing life ever more fiercely.

Edena came to regard the whole of the D&D milieu (the Prime Material Plane, Inner Planes, Elemental Planes, Outer Planes, Astral Plane, Ethereal Plane) as a part of the Midgard, suspended upon Yggdrasil, and doomed to Ragnarok. There was an Oytgard (the world beyond Yggdrasil, the world of Terra, and the world of those crazy monsters called the Minions of Cthulu) but in *Edena's* case he could not escape his

fate by staying in the Oytgard.

As his own side came to view him as a lunatic, and as he failed against the forces of Evil time and again (especially when they chased him with Morganti Blades, which he seized and hid ... weapons too horrible to ever be seen, much less used), Edena grew more and more desperate. The Greyhawk Wars occurred. The Solistari Wars (in my setting) then occurred. Edena could not stop Ivid or Luz, could not stop the Scarlet Brotherhood, could not stay the forces of Evil.) On Krynn, the War of the Lance raged. Then the Test of the Twins. Edena could not stand against Raistlin, could not stop the mechanizations of Takhisis. On Toril, Manshoon was too strong for Edena, Fzoul too clever, Tzass Sam too full of undead might. And the phaerimm were a colossal power Edena could not hope to fight.

Edena was now 38th level, and at a dead loss. The battle against Evil was going hopelessly badly. His own allies were dead or gone. Most on his own side considered him insane.

Edena decided, to do something most would call insane.

He decided to attempt to become Acererak's apprentice. (Since Acererak is your own character, this should be close to your heart.)

Edena considered that if he added wizardly power to his clerical power, it would make a difference.

But Edena, through observation, had come to a true appreciation of just what being a wizard meant.

It meant wearing no armor, carrying no shield, wearing no weapon, and having just one spell per day to cast (assuming your spellbook was not destroyed.) And finding new spells was almost impossible ((as per the rules in the 1E DMG.)) Finding the rare and very rare spells ((2nd Edition Spell Compendium)) was truly impossible.

Edena had watched many wizards try. He had watched many die.

Edena decided to attempt something that would circumvent the system, would enable him to obtain the rare, very rare, and even unique spells.

Something that would allow him to have a crucial edge as a wizard, once he embarked upon that path with Odin's blessing (which was given.)

All he had to do was convince Acererak to make him his apprentice. That's all. Nothing big. Not like actually trying to risk anything (chuckles.)

Edena bet everything, including his soul (when Acererak kills you, you STAY dead) that Acererak had passed beyond alignment, had dedicated himself to naught but research, and would welcome passing that knowledge on. (In effect, Edena bet Acererak was now neutral. Fortunately, this proved to be true.)

I chose a killer DM for this purpose. A killer DM was necessary in the spirit of the game.

Another player brought his character along. That character didn't last long. ('Don't touch anything' is a good phrase in S1.)

Edena went ethereal, used the Sphere of Annihilation as a guide, and attempted to find Acererak.

He need not have bothered. Acererak showed up and summoned a demon army to give battle. Standing behind this army, Acererak launched them at Edena.

And Edena gave battle. There was naught else to do. Acererak wasn't in the mood to talk, and neither were the demons.

Acererak tried to blast Edena down with his Death Gaze, but Edena withstood it with his artifact from Odin. Edena then struck down a demon.

(72% chance of making the roll ...) Acererak struck again and failed. Edena struck down another demon. Acererak fired a third time and failed.

Edena hid in a spell from the Tome of Magic, 2nd Edition. In this spell (I have forgotten the name) you can't be affected by things, or affect things. But the DM did allow Edena to stick his finger out to fire at demons (if said finger was within Acererak's sight, he could fire his Death Attack.)

For an hour, said DM sat and tried to figure out how to get through that spell. For an hour, he kept trying and trying to kill Edena. And he couldn't figure out how to do it (and I wasn't offering hints, either ... I knew of a dozen ways to down that spell!)

Meanwhile, Edena kept stick that finger out - not in Acererak's sight - and blasting demons. And blasting demons. Acererak simply conjured up more demons, of course, and yet more, until a host of demons was present. But none could penetrate that spell. And the DM couldn't figure out how to make them able to.

Finally, at the end of that hour, I had Edena stick his head out (not in Acererak's sight) and he spoke: 'I wish to talk!'

And Acererak asked: 'What could YOU possibly have to say of what?'

And Edena answered: 'I wish to be your apprentice!'

That was one VERY astonished DM. He did not know this was my intent, in going into the adventure. Now he knew.

Acererak spoke: 'Very well. Come out of there, walk up in front of me, and I shall consider your request.'

And THAT was the moment of truth. Either go out there and stand in front of Acererak (and thus be grappled and held, artifact removed, and obliterated permanently, perhaps) or stay in the spell like a coward and never have a chance.

Edena walked out.

An impressed Acererak stated that when Edena reached 50th level as a cleric, he was to return and begin training. The DM made it clear Acererak was genuine in this offer.

Unfortunately, that DM retired before Edena made 50th level. I assumed Acererak made good on his offer (although, since I am talking with you, Acererak's creator, you might contradict that!) and Edena became a wizard.

But Edena did not go back to Acererak at 50th level. He went back at 121st level, after many additional adventures. Only then, did Edena become so utterly frustrated with his futile efforts to triumph the cause of Good, that he turned to this risky source of power for aid.

-

Edena went on through countless adventures.

He went through the Invincible Castle.

He took revenge on Count Von Strahd for killing his half sister, and recovered her body (killing the Count granted a temporary way of escape from Ravenloft.)

He gave battle to Kargoth, Lord of Death Knights, and lost. Kargoth banished him to another plane, stripped to 5th level and bereft of all possessions (artifact included.)

In this new setting, Edena went through an entire campaign (Culvere), helped save a people (they had been petrified), and had other adventures.

Edena finally escaped this setting, and his allies aided him in regaining his lost levels and artifact and some of his magical items. Eventually, he returned to his full strength, now at 67th level.

Then Edena went into Greyhawk to give battle to Vecna, but before he could do this he was entangled in hostilities with the Elves of Haldendreeva. These elves captured him and turned him into an elven girl who they raised as one of their own.

As a completely different character, she would gain 7th/7th/7th as a wizard/fighter/priestess, pass the Test of High Sorcery on Krynn (on this

Krynn, Raistlin ruled uncontested), and become caught in the War of Summer Flame.

At the end of that war, all magic on Krynn (as normal magic is known) ceased to exist temporary, and the enchantment placed on the girl was broken, and Edena reemerged (the girl effectively ceased to exist ... her levels were lost.) Edena was trapped on Krynn until the War of Souls, in which he fought against Mina, and afterwards with the return of magic was able to escape Krynn and return to Acererak.

Edena had great remorse at the effective death of the girl, and much later on he (with Acererak helping, of course) took a part of his own soul, and gave it so she could be recreated, a true being in her own right. And a true being she remains to this day. (She kept her levels: Edena did not get them.)

Edena attempted to defeat and subdue a tarrasque. This tarrasque was named Nom (in honor of another Nom from a certain book ...) This tarrasque, unfortunately, was not so easily beaten. He was an archmage in his own right, and proceeded to summon an entire host of monsters to his aid.

The war was on.

The War With Nom raged for decades, and spanned many worlds. The aliens (from the film) joined in (!) Edena used his magic to turn some of them into a modified race of Good beings.

Edena killed Nom three times before he finished him for good. And that was because Nom had read something called the Chronomancer (chuckles), and was good with time travel. It was, to put it mildly, a wild affair.

The campaign world was devastated in this war, but Edena managed to save most of it's people. After the war, he did what he could to repair the colossal damage.

At the end of this campaign, Edena's honorary level was 98th.

The utter futility of his war, the inevitable failure of his cause, the emptiness of his victories, were sorely clear to Edena.

It seemed to him that all on his side were turning to Balance (they were ...) and the forces of Evil merely laughed. Edena had inflicted no real significant damage on them.

It seemed to Edena - very much so - that his whole life had been futile, wasted, a war against windmills (ala Don Quixote.) But he did not give up, did not give in, remained true to the commitment he had given to Odin so very long ago (hundreds of years, at this point.)

To me, his player, there was still no good ending to the story.

And a good ending was becoming extremely unlikely. The culture had changed. High level characters above 10th were treated with increasing derision. Optional rulesbooks were seen with disdain and distaste.

Conventions were disappearing. Those that remained no longer featured many open D&D games. Sci-Fi Conventions stopped featuring gaming altogether. Gaming stores closed.

Suddenly, there were no more gamers, no more campaigns, no more eager young people to play with. (The young were all playing Magic, the Gathering.)

It was around 1995, TSR was waning, and times had changed.

I went to MichiCon, and played Edena in a game run by a younger DM.

This DM allowed my request for level equivalency, and he began the game. Edena started at 1st level.

We descended to the 2nd level of the dungeon, and gained 2,000 experience points. Everyone leveled. How nice!

We descended shortly after that to the 3rd level (by shortly, I mean 15 minutes), and gained 4,000 experience points. How very nice! ... but the rules said One Level Per Game, so I alone refused to level Edena. Hehe ... everyone else puzzled for 15 minutes on the matter, then we continued.

We descended to the 4th level shortly thereafter, and gained 8,000 experience.

Then the 5th level and 16,000 experience.

Then the 6th level and 32,000 experience.

Then the 7th level and 64,000 experience.

And the DM made it clear there were only 13 levels or so to go. (I kid you not.)

(chuckles) Well, I decided to do the obvious ... with the aid of someone's new Rock to Mud, Edena drilled a hole down through all remaining 13 levels.

Why? Because it was *BORING* to wait 15 minutes between inevitable stair climbing and doubled experience, especially when it was an INEVITABLE thing that was GOING to happen, without any real challenge.

So, I put some challenge into it. Hehe. Drilled that hole. And went down it too. And at the bottom ... hehe ... 'Hey, where's that 128,000 plus 256,000 plus 512,000 plus ...?!'

DM said no experience. Rats! :)

But there WAS a red dragon there. What to do at 2nd level? ATTACK!

Edena and a fellow killed that dragon. At 2nd level, that was a challenge, and real fun. It was only a baby red dragon, or we would have been fried. Should have been fried anyways.

And then, after Edena and the one other character killed it and were gathering the loot (the rest of the party was still at the top of the rope, 13 levels up, not willing to come down), the MOTHER DRAGON showed up.

We got up that rope real fast. But that wasn't stopping an infuriated mother! No way! She came UP THROUGH the dungeon, blasting through level after level, squeezing upward, to get us.

The party fled for the hills, through level 7. Edena and his friend were one room behind. And one room behind THEM was the dragon, who - upon reaching our level - starting blasting her way through it, room by room, squeezing through, to get to us.

That chase went on a long time:

Party: 'WE OPEN THE DOOR, SHUT IT BEHIND US, AND RUN'

DM: 'Monsters are there.'

Party: 'WE RUN PAST THEM. FORGET IT.'

DM: 'Edena and (fellow adventurer) reach closed door. Behind you, the crashing enters the room you just left.'

Us: 'WE OPEN THAT DOOR.'

DM: 'There are monsters with mouths gaping open.'

Us: 'WE RUN PAST THEM TOO.'

Repeat procedure, about seven times. (Poor monsters!)

We got away. Edena got one level. Everyone else got about seven. And killing the dragon and running from the big dragon was a lot of fun. :)

We didn't exactly get all the experience we could have (let's see, going down rope, 13 levels ... 128,000 to the 13th power ... then going down 13 flights of stairs is another 13th power, so ... I forget how much experience that would have been ...)

It was fun, but it was the last game. After that, MichCon had no D&D games. (sighs) Ah me, now there are only memories.

I have explained how Edena got to 98th level. Now, you know he reached 121st level as a cleric, then 40th as a wizard, according to me. Most of what happened later is similar to this, but would double the length of this article.
I thought you'd be satisfied with this.

Later on, though - I will say this - Edena found out the hard way just how impotent 161st level really was.
Vecna came after him personally, in his domain in Ravenloft. Edena was trapped in that domain. And you know what happened?
Edena went bye-bye. Even that artifact was useless: Vecna just blasted right through it.
Heh. That was a bummer. Edena was resurrected, but he will not whisper the word Vecna! Never. Some things are just best left alone, as Edena learned.

There is no way to translate Edena to 3rd Edition at his current level. That would be patently ridiculous. (Tries to imagine 165 ranks in a skill, and fails.)
Besides, if 3rd edition had been out, I would never have followed the path Edena took (restricted by the rules to dual-classing.) And the option I took of stacking levels probably would not have been available.

So how powerful is Edena in actual terms?
In his full might, he is probably around Mordenkainen's strength. This assumes you add his clerical and wizardly levels together: as a wizard, Mordenkainen is much stronger.
Edena has a great edge in that Acererak is his teacher, and thus he can access the rare and very rare spells (some risks do have pay offs) but Edena is good aligned and cannot access many of the terrible dark secrets that Acererak knows (not, and remain good.) Also, Edena cannot freely cast 10th and 11th level spells like Acererak can (such as, melting people into goo and eating their souls, no save. :))

So there you have it.

Yours Truly
Edena_of_Neith

gideon_thorne

Monday, 23rd July, 2007, 11:56 PM

blinks owlishly Good grief! After some 30 or so years of gaming, I have one character that has reached past 25th level. :confused:

Dimwhit

Tuesday, 24th July, 2007, 01:54 AM

Quote:

*Originally Posted by **Col_Pladoh***

If you insist, but I believe that my validation, or not, is unnecessary. I have publically stated that very high-level PCs in a campaign well-managed to deal with such challenge are as valid as low-level ones.

IIRR, my friend Francois Marcela Froideval had at least one PC that was around 50th level...and he had a higher-level overlord. The main challenges were player to player, player to demi-deity...and terrasqes :lol:

*Cheers,
Gary*

I like the way you think, Gary. I've always felt that a good DM can challenge any character, of any level, of any power. Might take some creativity and a little homework between sessions, but it's doable.

Gentlegamer

Tuesday, 24th July, 2007, 03:40 AM

Not that it matters what I say, but that "level stacking" you did is illegal.

Odnasept

Tuesday, 24th July, 2007, 06:43 AM

Ah, the joys of too much XP

Edena's tale of the constantly-doubling experience awards reminds me of one of my favourite mistakes in AD&D, made when I was but fourteen:

One of my players of similar age played a Mage named (uncreatively but surprisingly-appropriately) Merlin, and made liberal use of a necklace he had acquired around 9th or 10th level which contained five charges of a homebrewed 9th Level spell called Michelle's Chaos Wind (similar to a Finger of Death capable of effecting multiple targets). With this he killed more than one quasi-/demi-deity (unlucky saves on their part) and I, lacking official XP values for such things, decided to go the rout of impressing said player with progressively ludicrously high numbers.

Looking back at the character sheet a few years later, while I am not sure if I actually awarded a trillion or more XP, I calculated from what it looked like on that oft-erased area of the sheet and determined that he could be of around 6,053,008th level. I am glad that while we were playing I ruled that noone was available who could train Merlin beyond 20th level, but I would be very interested in knowing how Gary would handle a campaign with PCs of seven-digit level (I suspect remarkably well, but I am curious as to what kinds of challenges would be faced by said PCs).

Tewligan

Tuesday, 24th July, 2007, 07:56 AM

(Blinks) Wow. That was a big damn post.

Gary, to get this back on the, y'know, Q&A theme, here's something that Edena's novella made me think of...

Which, if any, of the really big bad guys of D&D fame started life as actual PC's? For example, was Acererak ever an actual character who was eventually judged by the DM to be too much for a PC? What about Vecna and Kas? I seem to recall (and I could EASILY be wrong) that Kas got his name from Tim Kask - did you and Tim ever have a throw down in which he got a couple of lucky hits that left your wizard with one less hand and eye, and the whole thing passed into infamy?

Col_Pladoh

Tuesday, 24th July, 2007, 04:45 PM

Ho Edena,

That is a rather lengthy tale indeed, but I see it is actually much abbreviated to get so much adventuring into so relatively brief an account.

Oddly enough I got a call from my friend Francois Marcela Froideval last evening, and I asked him what was the highest level character in his campaign. He informed me it was a 50+ level Cleric, M-U. That is assuredly a demi-deital level combination!

Anyway, FWIW I find that your PC is likely valid if a somewhat over-rated in level. IMO gaining a lower level is not the equivalent of picking up one at high level. The adventuring time and XPs needed for the latter is more like four to two times those required to gain levels 2-8. I do agree that the risk involved is likely greater at low level than at higher level, although in a Jim Ward dungeon where we were adventuring with PCs of c. 14th-16th level the first thing we encountered was an equal number of liches runnint to attack us each with a rod of cancellation.

So if I was your DM I would have Edena rated at something closer to 90th level cleric/30th level m-u...and I would insist that the character be retired to serve in the campaign as a deital sort of NPC run mainly by me as the DM ;)

Col_Pladoh

Tuesday, 24th July, 2007, 04:49 PM

Quote:

*Originally Posted by **gideon_thorne***

**blinks owlishly* Good grief! After some 30 or so years of gaming, I have one character that has reached past 25th level. :confused:*

I have two over 20th, two over 15th, five of 10th or higher level, and perhaps a dozen that are below 12th level. If all that were concentrated in a single PC, one that could find suitable challenges when at 21st level and above, likely that one would be at least 50th level...if he survived that long :eek:

Cheers,
Gary

Col_Pladoh

Tuesday, 24th July, 2007, 04:55 PM

Quote:

*Originally Posted by **Dimwhit***

I like the way you think, Gary. I've always felt that a good DM can challenge any character, of any level, of any power. Might take some creativity and a little homework between sessions, but it's doable.

Agreed, but...

Either the players must have characters of generally similar power or else the DM must devise special scenarios for the one or two unber-PCs in his group. the last two times Mordienkained adventures was in the *Metamorphosis Alpha* game setting and in son Ernie's campaign at the Game Guild where about eight or 10 PCs of c. 8th level had been had by a pair of ancient white dragons. Mordie was called in to redress things, and he managed the pair of drakes pretty well single handedlu, although it was not a cake walk.

Cheerio,
Gary

Col_Pladoh

Tuesday, 24th July, 2007, 04:59 PM

Quote:

*Originally Posted by **Gentlegamer***

Not that it matters what I say, but that "level stacking" you did is illegal.

Not if his DM allowed it.

The main drawback is getting any other DM to recognize that. As i pointed out, gaining lower levels is about one-quarter as difficult as hgaining thos at the high end of the scale.

Cheers,
Gary

Col_Pladoh

Tuesday, 24th July, 2007, 05:02 PM

Quote:

*Originally Posted by **Odnasept***

Edena's tale of the constantly-doubling experience awards reminds me of one of my favourite mistakes in AD&D, made when I was but fourteen:

One of my players of similar age played a Mage named (uncreatively but surprisingly-appropriately) Merlin, and made liberal use of a necklace he had acquired around 9th or 10th level which contained five charges of a homebrewed 9th Level spell called Michelle's Chaos Wind (similar to a Finger of Death capable of effecting multiple targets). With this he killed more than one quasi-/demi-deity (unlucky saves on their part) and I, lacking official XP values for such things, decided to go the rout of impressing said player with progressively ludicrously high numbers.

Looking back at the character sheet a few years later, while I am not sure if I actually awarded a trillion or more XP, I calculated from what it looked like on that oft-erased area of the sheet and determined that he could be of around 6,053,008th level. I am glad that while we were playing I ruled that noone was available who could train Merlin beyond 20th level, but I would be very interested in knowing how Gary would handle a campaign with PCs of seven-digit level (I suspect remarkably well, but I am curious as to what kinds of challenges would be faced by said PCs).

A cautionary lesson for all DM there.

As a matter of fact I fell into the trap of excell XP awards back in late 73 and realized it soon enough to redress the problem, adjust for levels too easily gained by making the next few doubly hard to attain.

Excell magic items are easily managed though, mainly through attack forms that require them to save or be destroyed, or areas where they have a chance of losing their enchantment.

Cheerio,
Gary

Cheers,
Gary

gideon_thorne

Tuesday, 24th July, 2007, 05:06 PM

Quote:

*Originally Posted by **Col_Pladoh***

I have two over 20th, two over 15th, five of 10th or higher level, and perhaps a dozen that are below 12th level. If all that were concentrated in a single PC, one that could find suitable challenges when at 21st level and above, likely that one would be at least 50th level...if he survived that long :eek:

*Cheers,
Gary*

A common theme among the groups I have gamed with was a desire to fill those 'experience' numbers with actual experience. Sometimes it would take a year of real time gaming (once a weekend to 2-3 times a week) to gain 2-3 levels. And, while we didn't always follow the whole 'only one level at a time' rule, our characters at least had very lengthy epic stories behind them.

Oh yes. I think it might interest you to mention that I ran a bit of your Yggsburgh book at a local convention this weekend.

I had 4 players. One of which who had never gamed before. The party consisted of a Wizard, Monk, Barbarian and Thief. I ran the "Townbridge" encounter, the one with the bandits fleeing the city.

It's of note to mention that the new player, who ran the thief, actually came up with the most involved actions as part of the 90 minute long scenario I put them through. Whilst the other party members, who didn't actually know each other, got involved in trying to blockade the bandits from leaving, the thief quickly worked the watching crowds and both pilfered purses and organized a betting pool on the encounter outcome.

Even more of note, two of the players were womenfolk, including the newbie thief player.

I apparently gave them a good experience through the scenario which actually involved them using a good sampling of the C&C mechanics. I suspect I'll be hearing from these folks again. :)

All in all, a good experience for a short impromptu session.

Col_Pladoh

Tuesday, 24th July, 2007, 05:09 PM

Quote:

*Originally Posted by **Tewligan***

(Blinks) Wow. That was a big damn post.

Gary, to get this back on the, y'know, Q&A theme, here's something that Edena's novella made me think of...

Which, if any, of the really big bad guys of D&D fame started life as actual PC's? For example, was Acererak ever an actual character who was eventually judged by the DM to be too much for a PC? What about Vecna and Kas? I seem to recall (and I could EASILY be wrong) that Kas got his name from Tim Kask - did you and Tim ever have a throw down in which he got a couple of lucky hits that left your wizard with one less hand and eye, and the whole thing passed into infamy?

None, unless you count Obmi the DWarf as a big bad guy. My players surely did, hated him thoroughly, always did their utmost to finish him off.

When Brian BLume was bent on devising a load of artifacts he made up such items as that of Kas and Gax for Tim and me. Inspired thus, I created the Iron FLask of Tourney the Merciless in honor of sone Ernie and his evil PC, Erac's Cousin.

The fact is that none of the DMs that were influential in regards to TSR's creative output ever had very high-level PCs in their campaigns, thus neither those figures nor the NPCs opposing them were of such notable prowess.

Cheers,
Gary

Edena_of_Neith

Tuesday, 24th July, 2007, 06:05 PM

Thanks much, Gary. Thanks much indeed.

I never was able to complete Edena's story, by the way.

Col_Pladoh

Tuesday, 24th July, 2007, 06:11 PM

Quote:

*Originally Posted by **Edena_of_Neith***

Thanks much, Gary. Thanks much indeed.

I never was able to complete Edena's story, by the way.

Well...

If ever you get a chance to participate in an AD&D game DMed by Francois, he is the one that most likely could assist in concluding the epic of Edena ;)

There is a good chance that he will be visiting us here in lake Geneva in the late summer...

Cheers,
Gary

the black knight

Tuesday, 24th July, 2007, 06:47 PM

Hey Gary,

What villains currently haunt your campaigns? Any as memorable as Obmi?

Sincerely,

the black knight

tenkar

Tuesday, 24th July, 2007, 06:56 PM

Wow... that was... wow

It might not have been illegal, and it certainly wasn't in the spirit of the rules, but wow...

Reminds me that when I first gamed, we didn't have the MM, so all monster stats came from the back of the DMG... we thought HD and HP were interchangeable. A 4HD +1 HP Ogre always had 5 HP. Dungeons got much tougher, and expo flowed much slower, when we realized this mistake ;)

Col_Pladoh

Tuesday, 24th July, 2007, 07:27 PM

Quote:

*Originally Posted by **the black knight***

Hey Gary,

What villains currently haunt your campaigns? Any as memorable as Obmi?

Sincerely,

the black knight

The group of players and the locale of my LA adventures has been in flux so that I have not had a reasonable opportunity to ring in a vile antagonist. I have one planned, though, an East Indian-type potentate and his right hand man, a diviner and sorcerer.

Cheerio,
Gary

Col_Pladoh

Tuesday, 24th July, 2007, 07:32 PM

Quote:

*Originally Posted by **tenkar***

Wow... that was... wow

It might not have been illegal, and it certainly wasn't in the spirit of the rules, but wow...

Reminds me that when I first gamed, we didn't have the MM, so all monster stats came from the back of the DMG... we thought HD and HP were interchangeable. A 4HD +1 HP Ogre always had 5 HP. Dungeons got much tougher, and expo flowed much slower, when we realized this

mistake ;)

With a competant DM only that which he declares beyond the pale is illegal ;)

As a matter of fact campaigns were there is al talk and no action are well outside the spirit of the game. Nonetheless, not a few folks really enjoy that sort of play, so it is right for them.

Cheerio,
Gary

francisca

Tuesday, 24th July, 2007, 07:38 PM

Quote:

*Originally Posted by **Col_Pladoh***

With a competant DM only that which he declares beyond the pale is illegal ;)

As a matter of fact campaigns were there is al talk and no action are well outside the spirit of the game. Nonetheless, not a few folks really enjoy that sort of play, so it is right for them.

*Cheerio,
Gary*

QFT. Run/play the game that fits the participants around the table, damning the rest of the games in existence. Just keep in mind the others are doing the same. :lol:

Personally, I enjoy an occasional game which is vastly different than the games I run or play in. Influx of new ideas or validation of my current techniques are sure to abound. :D

Col_Pladoh

Tuesday, 24th July, 2007, 07:48 PM

Quote:

Originally Posted by **francisca**

...

Personally, I enjoy an occasional game which is vastly different than the games I run or play in. Influx of new ideas or validation of my current techniques are sure to abound. :D

You get to play? Whoa, luxury!!!

Seriously, when i get to play in Jim Ward's MA game it is refreshing from two standpoints, not having to be the GM and being immersed in fantasy with some science intermixed :cool:

Cheers,
Gary

Odnasept

Tuesday, 24th July, 2007, 08:17 PM

Quote:

Originally Posted by **Col_Pladoh**

You get to play? Whoa, luxury!!!

Seriously, when i get to play in Jim Ward's MA game it is refreshing from two standpoints, not having to be the GM and being immersed in fantasy with some science intermixed :cool:

Cheers,
Gary

That does sound quite refreshing; I also am used to being the DM almost exclusively (and thankfully have learned much about the vocation since I was 14 (although thankfully the Michelle's Chaos Wind necklace was *charmed* off of Merlin before it ran out of charges)), and fantasy campaigns with some degree of science/technology are my favourite kind.

I do however find that when running such a campaign maintaining balance may be compared to the proverbial tightrope walk, and is proportionately more difficult the higher the level of science permitted. Science in this case is as opposed to 'magic technology', wherein devices are powered or operated by a magical source and thus generally require a character versed in such things to operate. I wonder what level of science is employed by Jim Ward and how prevalent/available it is.

I also wish to thank you for your wise and timely response; it is an honour to be so acknowledged by the creator of the game!

francisca

Tuesday, 24th July, 2007, 08:22 PM

Quote:

Originally Posted by **Col_Pladoh**

You get to play? Whoa, luxury!!!

Seriously, when i get to play in Jim Ward's MA game it is refreshing from two standpoints, not having to be the GM and being immersed in fantasy with some science intermixed :cool:

Cheers,
Gary

:D

I'm blessed. I run an AD&D game (just started T1-4) w/ a new party, and play in a 3.5 game set in Dragonlance. I'm playing an elf. A Wizard even. Talk about diametrically opposed, hell I don't recognize myself when I look in the mirror anymore! :p

I've also started a monthly boardgame night at my house. We played the FASA Crimson Skies boardgame last night.

I've been lucky enough to have played MA with Jim at the inaugural LGGC, he's a hoot!

Col_Pladoh

Tuesday, 24th July, 2007, 08:54 PM

Quote:

Originally Posted by **Odnasept**

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I also wish to thank you for your wise and timely response; it is an honour to be so acknowledged by the creator of the game!

Have a look at the *Metamorphosis Alpha* TPG 4th Edition. The balance is easily maintained in its setting as more potent adversaries are always at hand...as are things that use up/take away even the most cherished of technological equipment.

As for being honored, I must say the feeling is mutual.

Cheerio,
Gary

Edena_of_Neith

Tuesday, 24th July, 2007, 08:55 PM

(quietly)

Thank you, Gary.

-

I wish I could truly share with you the majesty, beauty, and wonder your game brought to me and others, and give comprehensive utterance to the great things it brought into being.

I will instead be content to say that, 40 years ago, the Magic awoke. The Magic awoke, and it has shone ever since, it's light lofted, upheld high, exhorted and empowered by the enduring fire of the Human Spirit.

-

Yours Sincerely
Edena_of_Neith

Col_Pladoh

Tuesday, 24th July, 2007, 08:57 PM

Quote:

Originally Posted by **francisca**

:D

I'm blessed. I run an AD&D game (just started T1-4) w/ a new party, and play in a 3.5 game set in Dragonlance. I'm playing an elf. A Wizard even. Talk about diametrically opposed, hell I don't recognize myself when I look in the mirror anymore! :p

I've also started a monthly boardgame night at my house. We played the FASA Crimson Skies boardgame last night.

I've been lucky enough to have played MA with Jim at the inaugural LGGC, he's a hoot!

You have it made gaming-wise, assuredly...albeit perhaps a bit short on boardgaming time. Sadly, son Ernie is now worling long hours, so out regular Monday boiardgames afternoon has gone by the board.

For a fact Jim can keep one entertained, even laughing, as your character becomes toast aboard the Starship Warden...

Cheers,
Gary

Col_Pladoh

Tuesday, 24th July, 2007, 09:00 PM

Quote:

Originally Posted by **Edena_of_Neith**

(quietly)

Thank you, Gary.

-

I wish I could truly share with you the majesty, beauty, and wonder your game brought to me and others, and give comprehensive utterance to

the great things it brought into being.

I will instead be content to say that, 40 years ago, the Magic awoke. The Magic awoke, and it has shone ever since, it's light lofted, upheld high, exhorted and empowered by the enduring fire of the Human Spirit.

-

Yours Sincerely
Edena_of_Neith

Why my thanks to you Good Sir!

Those are very generous words of praise, and I appreciate them as such,

Cheers,
Gary

Col_Pladoh

Tuesday, 24th July, 2007, 09:26 PM

Obviously posting on boards has become a pastime for me now that I am semi-retired.

Also, Col. Hardisson will be pleased to learn after I finished reading the "Archers Tale" historical novel trilogy I have picked u[the Gene Wolfd books he recommended and am enjoying The Knight so far--about 60 pages into the tale.

Cheerio,
Gary

ColonelHardisson

Tuesday, 24th July, 2007, 11:36 PM

Quote:

*Originally Posted by **Col_Pladoh***

Also, Col. Hardisson will be pleased to learn after I finished reading the "Archers Tale" historical novel trilogy I have picked u[the Gene Wolfd books he recommended and am enjoying The Knight so far--about 60 pages into the tale.

That's nice to hear. The Knight and The Wizard are some of the finest fantasy books I've read in years. Wolfe's style is often demanding on his reader, but is ultimately rewarding.

Quasqueton

Wednesday, 25th July, 2007, 02:49 AM

Gary,

Others and you have stated numerous times that the "soul," "spirit," and "heart" of D&D has changed from and since the first AD&D.

What do you consider the soul/spirit/heart of D&D as you wrote it? Can you explain or describe the soul/spirit/heart of OAD&D (as you abbreviate it) *without reference to or play off of AD&D 2nd edition or D&D 3rd edition*? I'm not asking for you to explain how you think it has changed, just what you think the original soul/spirit/heart of D&D was/is.

I'll ask everyone else to refrain from giving their own answer to this question.

Quasqueton

MerricB

Wednesday, 25th July, 2007, 03:12 AM

G'day, Gary!

I was wondering if you've ever visited www.boardgamegeek.com - I've been spending quite a bit of time there as my interest in boardgames has likewise been increasing.

At present, I'm getting an average of 9-10 hours of RPG action a week, and 10 hours of boardgame action a fortnight. (Not counting my solo boardgaming session - I'm teaching myself Advanced Squad Leader from the new starter kits; and playing a few other games... :))

Cheers,
Merric

Col_Pladoh

Wednesday, 25th July, 2007, 04:15 PM

Quote:

*Originally Posted by **ColonelHardisson***

That's nice to hear. The Knight and The Wizard are some of the finest fantasy books I've read in years. Wolfe's style is often demanding on his reader, but is ultimately rewarding.

So far I am in agreement, sir :D

That said, I have already recommended those two works to someone asking about any additions to my old DMG inspirational reading list.

Cheerio,
Gary

Col_Pladoh

Wednesday, 25th July, 2007, 04:22 PM

Quote:

*Originally Posted by **Quasqueton***

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I'll ask everyone else to refrain from giving their own answer to this question.

Quasqueton

In as few words as possible:

Absolute authority of the DM, rules lawyers given the boot

Rule books seldom used by a competent DM

Action and adventure in play

Swords & sorcery, not comic book superhero genre material

Group co-operation paramount for success

Freedom to extemporize and innovate for all participants

Reliance on archetypal models for characters

Fellowship of those participating

Cheers,
Gary

gideon_thorne

Wednesday, 25th July, 2007, 04:25 PM

Quote:

*Originally Posted by **Col_Pladoh***

Fellowship of those participating

This one always seemed, to me, to be the best reason to be involved in a table top rpg. I've met a diverse and interesting crowd of folks through rpgs, and not regretted a moment of it. Not even with some of the dead weird folk. ^_^

Col_Pladoh

Wednesday, 25th July, 2007, 04:42 PM

Quote:

*Originally Posted by **MerricB***

G'day, Gary!

I was wondering if you've ever visited www.boardgamegeek.com - I've been spending quite a bit of time there as my interest in boardgames has likewise been increasing.

At present, I'm getting an average of 9-10 hours of RPG action a week, and 10 hours of boardgame action a fortnight. (Not counting my solo boardgaming session - I'm teaching myself Advanced Squad Leader from the new starter kits; and playing a few other games... :))

*Cheers,
Merric*

Hi Merric :D

Having been a boardgame geek since my days of persuing chess, I am ashamed to admit I have not. As a matter of fact my son Ernie has a regular boardgamind session almost every week when he, Tom Wham, Dennis Harsh, Russ Ingram, I, and various others do our best to attend.

There are no real board wargames played there, though, for the obvious reason that they accommodate too few players. (As an aside, The Avalon Hill Company asked me to submit a deign for *Squad Leader*, but as a military miniatures buff I declined as i thought the result would be vastly inferior to tabletop WWII miniatures play...certainly that using the *Tractics* rules by Reese, Tucker, and GygaX! :lol:) Anyway, I can even

guess at the number of hours I have spent playing most of TAHC's board wargames, from original *Gettysburg* on through *Midway* and *The Russian Campaign* (improved Stalingrad). My current favorite is the old GDW WWII game *Operation Overlord*. I seldom get a chance to play it though. The last full-blown game I played was with Peter Adkison as the British-Canadian forces, me as the US, and some Luke as the Germans...way back when.

My own three to five player card and boardgame version of the 100 Years War, *King of England - King of France*, is tentatively slated for GenCon release by Troll Lord Games.

I can recommend highly Ward's & Wham's *Dragonlairs* card-boardgame.

Our usual games of late have been:

Dragonlairs
Ticket to Ride Europe
San Juan
Puerto Rico
Ra
Power Grid
Settlers of Catan
Rail Baron
Palazzo
St. Petersburg
Monopoly
Naval War
Big Business
Nuclear War
Various unpublished Tom Wham games :)
Hopefully KoE-KoF added this fall!

That's about it.

Cheers,
Gary

Doug McCrae

Wednesday, 25th July, 2007, 04:44 PM

Quote:

*Originally Posted by **Col_Pladoh***

Rule books seldom used by a competent DM

Would a competent DM have the rules memorised? Or make on-the-spot rulings that are not necessarily consistent with the rules as written?

Col_Pladoh

Wednesday, 25th July, 2007, 04:44 PM

Quote:

*Originally Posted by **gideon_thorne***

This one always seemed, to me, to be the best reason to be involved in a table top rpg. I've met a diverse and interesting crowd of folks through rpgs, and not regretted a moment of it. Not even with some of the dead weird folk. ^_^

Quite so!

This is perhaps the leading thing that gamers writing to me in praise of AD&D note.

Cheers,
Gary

Col_Pladoh

Wednesday, 25th July, 2007, 04:49 PM

Quote:

*Originally Posted by **Doug McCrae***

Would a competent DM have the rules memorised? Or make on-the-spot rulings that are not necessarily consistent with the rules as written?

A bit of both. A good DM has read the rules, knows the spirit of the game, and is aiming at captivating his player audience with the fantastic experience of the campaign, so he can make up what is necessary on the spot.

Digging around in rules books is much the same as having the film break or the TV station experience transmission difficulties during an exciting program...a loss of the unimagined participation.

Cheers,
Gary

Edena_of_Neith

Wednesday, 25th July, 2007, 07:48 PM

May I make some comments about wizards as portrayed in 1E and 2E?

the black knight

Wednesday, 25th July, 2007, 08:03 PM

Hey Gary,

Have you ever seen a 'perfect gaming group,' meaning one that did everything right, chose carefully balanced characters, thought everything through, acting impulsively when needed, and generally made the amazing rolls at the right moment? If not, who came the closest? Who holds that special place in your DM's heart?

Curious,

the black knight

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Gary Gygax Q&A: Part XIII

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Col_Pladoh

Wednesday, 25th July, 2007, 08:15 PM

Quote:

Originally Posted by **Edena_of_Neith**

May I make some comments about wizards as portrayed in 1E and 2E?

Why not?

As long as it does not lead to yet another spate of Edition Wars posts :eek:

Cheerio,
 Gary

Col_Pladoh

Wednesday, 25th July, 2007, 08:29 PM

Quote:

Originally Posted by **the black knight**

Hey Gary,

Have you ever seen a 'perfect gaming group,' meaning one that did everything right, chose carefully balanced characters, thought everything through, acting impulsively when needed, and generally made the amazing rolls at the right moment? If not, who came the closest? Who holds that special place in your DM's heart?

Curious,

the black knight

Now there's an interesting question for sure!

In AD&D play I would have to say that the core members of my player group--Ernie, Gygax, Rob Kuntz, and Terry Kuntz played very well if not near perfect. Terry would on occasion be impulsive as he became engrossed in the adventure. Between them, and whomever else might be along such as Jim Ward and Mike Mornard, they overcame many of the toughest challenges.

As for more recent play, that being back c. 1997, I would have to say that the LA game group that play-tested some sourcebook material and an exceedingly difficult module--all now being readied for release. The party members were well balanced in capacity, and they were superbly played by:

Steve Frank
 Alex Gygax
 Luke Gygax
 Dennis Harsh
 Mike Johnston
 Tracy Knapp

This group that were the principal play-testers for The Hall of Many Panes campaign-length module were top-notch:

Jeff Burklow: Otto von Grunwald who is as dark, mysterious, and silent as the woods he calls home has answered the call for brave men of heroic stamp. His loyalty to his comrades is only outdone by his deceptively great combat skills with the bow, and his enchanted staff. This brave forester gained no little renown in defeating a giant, bandits, and many fell monsters in and around the lands of the Waldgraf Siegfried. He met with the other members of the party in the City of Ludnum and traveled with them from there on their mission to find the lost demigod McGregtim. Repute on commencement of play in this module: 5.

Eric Clapsaddle: Vendar, a stout soldier who grew up in the hamlet of Burrflint, which is little more than a wide spot near the intersection of two major roads. He worked in his parents' tavern serving customers and stabling horses. He yearned for adventure and travel and would listen to all of the stories, no matter how outrageous, that the travelers told when they were enjoying a mug of his father's fine ale. When he was 15 years old he ran away from his parents and enlisted in a free company of mercenaries. Finding that much routine duty and little excitement was to be had in a mercenary band, Vendar left to find more exciting employment as a soldier of fortune, came across a strange fellow who offered him the adventure of a lifetime, and in accepting the challenge found himself in a closed mini-cosmos with a party of would-be heroes seeking to find and free a captive demi-god.

Alex Gygax: Xagnar, a roguish hero indeed, who with others gained the highest of all renown in the Banir Wastes and atop the mysterious Maledicted Plateau therein, also went from the Town of Arajeray at the behest of the Adepts there to serve as a hero in the band that is aiding the Lady Rowina in discovering where the hero-bard, now a member of the Tuatha da Danaan, might be imprisoned. Having dealt with demons, devils, and drakes, he believes this new mission is suited to his vast capacity for overcoming foes. Repute on commencement of play in this module: 10.

Luke Gyax: Sir Hrolfgar von Grossschweinkopfstein, a tall and powerfully built young knight from the lands of the Teonoric Knights in Varan, hero of the many actions in the area of the Village of Taen, and other places in the Waldgraf Siegfried's lands, is in the forefront of the party. Hrolfgar disdains missile weapons and will only engage his foes in hand-to-hand combat. For these contests he prefers a large falchion or his two-handed sword. Hrolfgar has earned much renown by defeating a savage cephalahorn giant, countless bestials and like subterranean monsters, and the dreaded bandits that infested the waldgraf's lands. Sir Hrolfgar is the third son of a minor noble and was forced to seek his own fortune in life. After cleansing the caves near Taen of the evil beasts that lurked there Hrolfgar is financially well off. But he is driven to find the answer to the mystery of the magical artifacts found in the caves. To that end he is currently assisting the Lady Rowina to rescue the bard made a demigod, McGregtim. Repute on commencement of play in this module: 7.

Mike Johnston: Chahlor, the mighty Prince of the Iron Invoker clan of dwarfs. He is a great mystical warrior, who left the Maledicted Plateau in the heart of the Banir Wastes for a most noble quest. At the request of the academicians of Arajeray, he has traveled far—to Ludnum, then on to Cimbbernia, and from there all the way to Varan's North to help a great band of heroes in their hunt for the lost Daneen demigod McGregtim. He will need all of his prowess in battle as well as the magical arts to help solve the mystery of what greater forces are responsible for that deity's disappearance. Chahlor is widely renowned in the Key of Sand area, and even beyond. Repute on commencement of play in this module: 9.

John Seibel: Deogolf, an enchanter formerly of Gothendland, who had tired of cramped spaces, dusty tomes and scrolls, the smell of burning wax while doing research and menial tasks for his superiors, so had come to seek adventure in Ludnum, decided to join a band of fine heroes to help the beautiful Lady Rowina in her quest for the lost demigod McGregtim. He now wonders if this was good idea after all

Also Dennis Harsh, once a regular of the group, and David Podesta, both of whom played only in a few of the adventures, but whose presence was appreciated.

Cheerio,
Gary

the black knight

Wednesday, 25th July, 2007, 10:28 PM

A fascinating answer to be sure. I enjoyed reading about the respective characters quite a bit.

Thanks, Gary!!

Another question, if you don't mind. Have you ever seen a non-good party endure over any lengthy period of time? Do you feel the dynamics of such a group make for a different type of campaign? If so, are there any hidden benefits to such a party? have you ever played in one yourself?

I ask because I'm currently in a group like that. We've held up for the last four levels (started mid-level, now we're 8th level or so), but we tend to tone down the malevolence in order to stay together. So far, so good.

Curious,

the black knight

Col_Pladoh

Wednesday, 25th July, 2007, 10:40 PM

Quote:

*Originally Posted by **the black knight***

A fascinating answer to be sure. I enjoyed reading about the respective characters quite a bit.

Thanks, Gary!!

Another question, if you don't mind. Have you ever seen a non-good party endure over any lengthy period of time? Do you feel the dynamics of such a group make for a different type of campaign? If so, are there any hidden benefits to such a party? have you ever played in one yourself?

I ask because I'm currently in a group like that. We've held up for the last four levels (started mid-level, now we're 8th level or so), but we tend to tone down the malevolence in order to stay together. So far, so good.

Curious,

the black knight

Howdy!

When my son Ernie became angry with me as DM he switched to playing an LE character, Erac's Cousin. That PC adventured fairly frequently with two othe LE ones, Robilar and either Terik or the monk PC that Terry Kuntz liked to play. Those three never attacked each other--mainly because each character was able to win in a fight, so why take chances when there are easier targets around.

Mordenkainen would adventure with that lot, always with a strong henchman. He was never assaulted or even threatened.

I suspect that these players opted for Lawful Evil to avoid the necessity of random acts of evil nature against their fellows. Their strength was in cooperation--a pair of strong fighters and a mage, sometimes a monk replacing a fighter.

Cheers,
Gary

Edena_of_Neith

Thursday, 26th July, 2007, 02:54 AM

No edition wars with me.

I still use 1st edition item saves, second edition spells (and sometimes monsters), 3.0 rules, lots of extra stuff from 3.5, and anything else that seems neat.

When they tell me that I can't do that, because it's not in of the current rules, I just shrug it aside without comment.

The Gaming Police never could rein me in. I have ... Carte Blanche. :)

Getting to wizards ... I have a lot of musings on them. A lot of musings. But I'll stick with just a few here. Having just read the final Potter book, it is all the more poignant to me, the memories of rping wizards.

Rping pure wizards was *hard*, Gary. Really hard. The way you meant it to be, I suppose ... and the way it is depicted in classical fantasy.

In this, I stuck to the rules you set down in the 1st edition Player's Handbook, 1st edition Unearthed Arcana, and 1st edition Dungeon Master's Guide, with some additional rules from 2nd edition.

That is to say:

- Only humans could be wizards, and have unlimited level progression.
- Wizards could not wear armor or carry shields. (They were always welcome to try ... but unless you're practiced, walking around in heavy armor is problematic and exhausting, and in any case spells cannot be cast, wands and other items are awkward to wield, and it's basically tantamount to a death sentence if a combat ensues.)
- Wizards could cast 1 spell at first level, progressing as per the charts (Rings of Wizardry were beyond price ...)
- Wizards gained ONE spell per level, to write in their spellbook. No more.
- A wizard's standard spellbook was the size of Webster's Dictionary, and as heavy. When people discussed the cute female wizard, said poor cute female wizard was carrying around at least one monstrous book in her backpack, and probably two or three. Travelling spellbooks didn't help nearly as much as expected, and they were time-consuming and costly to make.
- Of course, a wizard's spellbook was subject to easy destruction by attacks, and very difficult to protect (until someone got that invaluable Bag of Holding, and was wise enough to stuff it under heavy plate armor, with the wizard's spellbooks inside it.)

No magic shops existed (had they existed, they would not have existed very long. A lot of avaricious, greedy people and monsters, not to mention evils, would have loved to help themselves to said shops, and no Payment Plan or Credit Card needed!)

No spell libraries existed except in private studies (strictly off-limits) or in ruler's studies (special situation access only) or at magical colleges (Are you a student?? Then NO.)

Of course, said poor wizard could buy spells from NPCs. As per your rules, it was a matter of HA, HA, HA. Ok, you want a spell? This is a common spell. I'll just take that wand in return, plus that bag, and 10,000 gold, and ... you have a problem with that? Oh, that's too bad.

Said wizard could, of course, break into private studies (heavily guarded and trapped, not to mention being arrested and hung), break into the ruler's study (as above, but worse), or the library of a university (easier than it sounds.) And they could always attack a wizard's tower. Hopefully, the wizard and his friends wouldn't be home. His GUARDS most certainly would be.

Oh, and weapons. Ah yes, weapons. The wizard wants to carry a sword? Ok. I sincerely hope she doesn't cut your head off with it. Because with that THAC0, and - 6 on top of that, and a missed swing in combat, that just might be what happens.

Poor, poor wizard. No armor, no shield, no weapons, practically no spells, spells only obtainable at astronomical price or in adventure, few magic items (at low level), and all of her items and spellbooks (and those precious spells!) subject to destruction by a single Fireball. And hit points? What hit points? (chuckles evilly, gets microscope out to find said hit points.)

(gleeful, evil laugh) And they say I'm a KIND Dungeon Master. But the poor, cute wizard, she has all these things (and more) to deal with in my campaign.

Ain't life unfair? Ain't it just a terrible shame? Isn't there mercy in the world? Doesn't the world have any shame?!

No. Sorry kiddo, being a wizard means you have a rough road ahead. And tough, if you have a problem with that.

Heh. As per your rules and in the spirit of the game, Gary. And it was (I maintain it was and is) in the spirit of the game, everything I have said above.

-

I attempted single class wizards. Most were killed. Those few (I can count the survivors on the fingers of one hand) that survived, however ... Edena, after he dual-classed to wizard, managed to make it, but it was sheer perseverance and audacious stubbornness that got him to high level. Which, of course, is how it should have been.

Yes, Edena suffered terribly rising as a single classed wizard. Which is, as it should have been. Had the road been easy, I would have felt insulted.

Other players in my groups attempted single class wizards. A few saw those wizards flourish and rise to high level. Many, however, saw their characters killed, or in sheer frustration gave it up and tried another class. Which again, in my opinion, is how it should have been. Playing a wizard should never be easy, in my book. The rules you, Gary, set down helped insure it would not be easy.

Now, we come to the Elven Fighter/Mage. An EXTREMELY popular class choice, and 90% of the wizards I saw were of this sort.

Which, of course, led to the Elven Fighter/Mage in Elven Chain. Hehe. Yeah, even I pulled that trick, a couple of times. The versatility of the fighter, the power of the mage. (And people wonder why all the other races hate elves. Hehe. :))

Of course, that level limit comes in. But a lot of players ignored it or moved it. Go figure, get your cake and eat it too. (Pity the poor single class wizard who, without all that fighter expertise, made it on her own, and suddenly this elven runt gets it all for nearly free! LOL.)

So why do I so strongly support your (your, Gary's) rulesets? Why do I so gleefully parrot that wizard's should be put through it? Why do I think elven fighter/mages led the good life, if level limits were removed?

Because of the payoff. (solemn look) The payoff, in the games where *I* was DM, was enormous.

Remember the 1st Edition Shapechange? With that spell - at least in *my* game - you could become any being except a God, Demigod, Archdevil or Demon Lord, or singular being (you could become a tarrasque, solar, or nilbog) and gain ALL of the powers of that being except magic resistance and those powers based on the mind (but if ever in question, I always ruled in favor of the player.)

You also kept all of your own powers.

I don't believe in all this Nerfing the Wizard stuff they've done, starting in 2nd edition and continuing in 3.0 and REALLY continuing in 3.5.

You somehow manage to go through what a wizard has to go through, and make high level, you get the payoff.

You want to Disintegrate an opponent? If successful, no there is no dust remaining.

You want to Fly? You can Fly!! (think Peter Pan. :))

You want to Rock to Mud an entire dungeon? Be my guest!

You want to sit, invincible, in a Prismatic Sphere, while sticking your finger out and blasting opponents with Chained Lightning? (the original version) Go for it, girl!

You paid the price. Now you reap the reward!! You are the strongest character in the game.

The cute female wizard is now an Archmage. Fear her. Be afraid.

You BETTER be afraid, boy. You BETTER run, better hide, better cower, better beg. She just might let you off, might show mercy, if you grovel enough!

There isn't anywhere you can hide from her. She will find you. And she will have her wicked way with you.

You think your puny magic resistance will help? 100% MR? Well, la-di-da, since that drops by 5% for every level she is over 11th, and she is 25th level, so what magic resistance are we talking about.

Saving throws? SAVING THROWS?! HA, HA, HA.

Forget it, kiddo. Those (original) 9th level spells don't allow them.

Time Stop, she cuts your head off (original version), you die.

Hellfire, you burn in agony forever, no save.

Prismatic Sword, take ALL the damage from a Prismatic Sphere with each strike of her blade.

Flensing? Your skin is flayed away, no save, while she flicks her little finger.

Temporal Stasis or Imprisonment. Time for you to take a little nap. A permanent one.

Oh, and forget just killing her. She has Clone, Contingency, Chain Contingency, illusion magic, Simulacrum, Lifeproof, and heaven knows what else. If you are actually facing the real mage, it is because she allowed it, and wishes the personal pleasure of slowly, excruciatingly, putting you in the dead book.

But perhaps you have powerful priests, powerful allies, powerful monsters, powerful items to help you?

GOOD. Because if you are so incredibly foolish as to mess around with said Archmage girl, you had better have these things. It's the only chance you've got.

-

I wrote as I did above to be thematic and to illustrate how I see wizards who have somehow made high level, and reaped the rewards.

But it is so rare that this happens ... just so incredibly rare.

A PC trying to become that archmage girl, is going to have to pay the price. That price is going to be so awful, so incredible, so torturously long and hard, that ... well, the player is going to have the right to be very proud that she achieved this accomplishment.

And your rules, Gary, help make this the reality. A gaming reality I think is the right reality.

Just ask Hermione Grainger, how easy even elementary wizard training is! :))

So Nerfing the wizard? A big NO.

Keeping the draconian rules on wizards? A big YES.

So what about 3rd edition. Characters can be anything they want here, and achieve any level.

It doesn't make much of a difference, actually.

A single class wizard still advances to the high levels fastest (which is to say, glacially slow, through agonizing adversity and frustration and effort.)

Those who multi-class, will never make it. (Sometimes, you have to have single-minded dedication ...)

A wizard can decide all day, in 3rd edition, that he wants this Armor Feat, or that Weapon Feat, or that multi-classing (well ok, one level in cleric is good, since it allows the original Divine Metamagic Feat (really EVIL grin)) or whatever ... and in the end, the character was not dedicated, and never made it. Simple as that. He didn't make it, like said cute female mage did, because he didn't show the dedication and perseverance she did.

And so he does not reap the reward of those awesomely powerful spells. He gets the short stick instead. Cry me a river. :) He choose not to make the sacrifice, he loses the payoff. Hehe. That's life.

But I have some good news for said Almost-Been.

I just saved a whole bunch of money by switching to ...

-

Ah me.

Why am I being so forceful about this?

Because, Gary, I watched a lot of (unjustified) resentful players pull down the wizard. They were bright and intelligent players, one and all, and they could have chosen to take the hard road of the wizard.

But they chose to take different, easier ... and perhaps funner and more rewarding, each player to their own fun!!! ... paths than our female mage did. There was nothing wrong with that. But now she has the payoff of being a high level wizard, and they do not.

Now, she is stronger than them, and they resent it. They didn't pay the price, but they want the reward. And if they can't have the reward, then why ... she can't have it either!

Thus, the Nerfing began, and it has continued until they have ruined the wizard. If there is no payoff, then there is no reason to go through the agony of playing a single-classed wizard.

Ok, I know I'm going to be nuked now (not in this thread, but elsewhere) but it's the truth.

Everyone wants to deny the wizard the payoff she has earned, and which they have not earned. (But not in my games. In my games, the reward remains, as big as ever. But of course, those draconian restrictions remain too. Nothing in D&D is a free ride, and especially not for the wizard ... and it never will be a free ride in my games.)

I say, go out and earn the payoff. Stop with the Nerfing (weakening.) No pain, no gain.

Ah me. That is where I come from.

Of course, I enjoy other classes (heck, I spent most of Edena's career playing him as a cleric.) And, like everyone else, I found playing single class wizards HARD, as I said. (I have never claimed to be the brightest bulb around, and do not claim it now.)

Of course, there is great fun in the other classes. Who wouldn't believe that?

I'm just saying that if it's a single classed wizard, she's in a special situation, with special problems and special rewards. And that's how it is. Live with it. (Or die with it, when she turns your PC into a mushroom and squishes him into goo.)

There you are, Gary. Some of my musing on wizards. A bit of a rant, but like a lot of Gamers, I'm a very opinionated and stubborn person. :)

Yours Sincerely
Edena_of_Neith

Edena_of_Neith

Thursday, 26th July, 2007, 03:05 AM

(rereads own post above)

Gads (very embarrassed look.)

I sound less mature and more incoherent, at times, than Ronald Weasley throwing a conniption fit over something totally ridiculous (and I don't say THAT lightly, having read all the books.)

But I will not change what I wrote. Those are my true feelings.

You set up a beautiful system, Gary. The other classes (in general) were easier to play, but the payoff was less. Playing a single classed wizard was very hard, but the payoff was enormous.

They started the War on Wizards long ago, it turned into the Crusade Against Wizards, and they destroyed the wizard as you created her. And I, at least, think it a shame that happened.

Edena_of_Neith

haakon1

Thursday, 26th July, 2007, 10:03 AM

Quote:

*Originally Posted by **Gentlegamer***

Not that it matters what I say, but that "level stacking" you did is illegal.

Agreed. To me, it looks like Edena made it to 21st level totally legitimately, more or less on a par with what I did with my highest level character (21st level also) and what some other folks did in that same campaign. (And we lost a lot of dead PC's along the way -- it was only the survivors from two large groups played for years that got there.)

I didn't read too much beyond the stacking levels bit, but as a DM admitting Edena to a game, I'd probably give 2-3 levels of "credit" for that, and say Edena can be 23-24th level.

RFisher

Thursday, 26th July, 2007, 02:42 PM

Quote:

*Originally Posted by **Col_Pladoh***

A bit of both. A good DM has read the rules, knows the spirit of the game, and is aiming at captivating his player audience with the fantastic experience of the campaign, so he can make up what is necessary on the spot.

Digging around in rules books is much the same as having the film break or the TV station experience transmission difficulties during an exciting program...a loss of the unagined participation.

So, as a player, what do you do when the DM has seemingly forgotten a rule? When he seemingly misapplies a rule? What if he comes up with an *ad hoc* rule that you don't feel fits the spirit of the game? What if you think his *ad hoc* rule isn't quite fair even if it is within the spirit of the game?

What if you have made a decision based on a particular rule, but--had you any inkling that the DM would interpret it differently than you did--you would've made a different decision?

Aeolius

Thursday, 26th July, 2007, 03:52 PM

Gary,

Were there any beasties from the 1e days (and prior... I respect anyone who puts a tuatara in their monster lists) that you considered to be "classic", that never seemed to catch on with the masses?

Col_Pladoh

Thursday, 26th July, 2007, 04:31 PM

Hi RFisher,

As a player the DM is omnipotent. You might try to plead your case, especially one of rule interpretation and altering action because of the difference, but if he doesn't want to listen, you loose, Buckwheat! Zip your lip and accept with stoic grace.

Should this spoil your gaming enjoyment, thell your DM exactly what is bothering you. If an accommodation can be reached, fine. If not, leave the group and find a DM that is more acceptable to your concept of how one should be. In such case I am sure the DM won't miss you nor you him

:lol:

Cheers,
Gary

the black knight

Thursday, 26th July, 2007, 04:40 PM

Hey Gary,

Once again, thanks for your responses. I found them quite insightful.

If you don't mind, I'd like to pick your brain on the subject of magic items and artifacts. How many artifacts have you introduced into your campaigns over the years? Have any had a detrimental effect upon the campaign? Do you regret introducing such an item?

Alternatively, which items have generated the most fun in your campaigns? Were there any items that seemed mundane but turned out to be pivotal, campaign changing events?

Lastly, how do you feel about characters creating their own magic items? Does that remove the excitement of discovering such magic? Does it better facilitate characters in the long run? Should it be relatively easy the way it has become of late?

Curious,

the black knight

Col_Pladoh

Thursday, 26th July, 2007, 04:43 PM

Quote:

*Originally Posted by **Aeolius***

Gary,

Were there any beasties from the 1e days (and prior... I respect anyone who puts a tuatara in their monster lists) that you considered to be "classic", that never seemed to catch on with the masses?

That is something I had not considered.

Upon reflection I have to say no, the "architypical" monsters were pretty well accepted across the board and included by DMs...including many very clever variations and permutations.

What astonished me was the players' being smitten with the drow, desiring to play a PC of that race. I devised them as a most unlikable, ruthlessly evil subterranean race. To cater to the demand, the Drow were made into relatively more warm and fuzzy sorts. I can only liken that into changing Hannibal Lector into a visiting nurse.

All that said, do you find that some "classic" critters to be generally ignored?

Cheers,
Gary

Gentlegamer

Thursday, 26th July, 2007, 04:55 PM

Quote:

*Originally Posted by **Col_Pladoh***

To cater to the demand, the Drow were made into relatively more warm and fuzzy sorts. I can only liken that into changing Hannibal Lector into a visiting nurse.

Do you regret catering to that demand (or any other demand)?

Col_Pladoh

Thursday, 26th July, 2007, 04:55 PM

Last but by no means least:

Hi Edena,

In general I concur with the restrictions you placed on m-es, but I find some overboard to my way of thinking.. Certainly there are no magic shops selling any form of real items. However, added spells upon level gain as given in the OAD&D PHB are reasonable. A magic-user doesn't just spring up full-blown. He must be an apprentice, so there are plenty of higher level mages around. The m-u's former master, or an associate of his or hers, will assuredly train and provide the fledgling wizard with one or more new spells for a service and perhaps some added payment in magic items. Also there might well be a m-u's guild in many of the larger cities. At such place the PC spell-caster can petition for membership, pay initiation fee and regular dues, and be entitled to use the guild library.

You ignore completely magic scrolls. In my campaign the majority of new spells gained were those copied from a scroll, thus destroying it and losing any XPs that might have been gained from its possession.

Finally, I do find that the end result you suggest is too dominant a figure in a campaign, although that does underscore why I devised a good deal of the material in the UA book that beefed up fighter-types ;)

Cheers,

Gary

Col_Pladoh

Thursday, 26th July, 2007, 05:01 PM

Quote:

*Originally Posted by **Gentlegamer***

Do you regret catering to that demand (or any other demand)?

:] :lol: :]

Don't look at me when you ask that question, for I had nothing to do with the making of the Drow into more namby-pamby sorts, their males on a par with the females :mad:

The demands I regret catering to are the ones for adding psionics to OAD&D and the adjustments for weapons vs. armor. I am delighted I refused to do detailed encumbrance tables as a number of vocal fans advocated.

Cheerio,
Gary

Col_Pladoh

Thursday, 26th July, 2007, 05:34 PM

Quote:

*Originally Posted by **the black knight***

Hey Gary,

Once again, thanks for your responses. I found them quite insightful.

If you don't mind, I'd like to pick your brain on the subject of magic items and artifacts. How many artifacts have you introduced into your campaigns over the years? Have any had a detrimental effect upon the campaign? Do you regret introducing such an item?

Welcome of course.

As I recall only one minor artifact was introduced to in my campaign. Son Luke's PC discovered it when he met a deadline for finding a needle in a haystack by burning the latter. He thus gained the Spear of Zagig. When the pin was held and commanded to become a weapon a d8 was rolled, the result determining the weapon and its attack bonus, with 1 being a +1 dagger, 2 a +2 short sword, all the way to a +8 pike.

This was a most humorous artifact from the DM perspective, and I never regretted adding it to the campaign.

Quote:

Alternatively, which items have generated the most fun in your campaigns? Were there any items that seemed mundane but turned out to be pivotal, campaign changing events?

Ring of Contrariness
Wand of Wonder
Any talking magic sword

There were no items that had more than a restricted, tactical impact on the campaign.

Quote:

Lastly, how do you feel about characters creating their own magic items? Does that remove the excitement of discovering such magic? Does it better facilitate characters in the long run? Should it be relatively easy the way it has become of late?

Curious,

the black knight

Mages of over 20th level can create their own magic items, as they are not going to be adventuring in the campaign, nor handing them out to PCs that are doing so. Mordenkainen and Bigby stay home and forge and concoct such things. They will sometimes trade their work for one or more other magic items that are more valuable.

You want a particular magic item PC, you can not buy it or make it! Go out and quest to find it. That is a part of the RPG form now isn't it?

Gentlegamer

Thursday, 26th July, 2007, 05:34 PM

Quote:

*Originally Posted by **Col_Pladoh***

:

The demands I regret catering to are the ones for adding psionics to OAD&D

Is that because of genre considerations? That is, AD&D is pseudo-medieval fantasy where such abilities are inappropriate? Or were the rules

themselves simply problematic from a mechanical point of view?

Col_Pladoh

Thursday, 26th July, 2007, 05:38 PM

Quote:

*Originally Posted by **Gentlegamer***

Is that because of genre considerations? That is, AD&D is pseudo-medieval fantasy where such abilities are inappropriate? Or were the rules themselves simply problematic from a mechanical point of view?

Would you believe both?

In the LA game I solved both problems, for in it the form of Extraordinary Ability is not in conflict with the milieu, and the rules are simple, within the framework of the game mechanics and those that operate the other magical skills.

Cheers,
Gary

Edena_of_Neith

Thursday, 26th July, 2007, 06:13 PM

(solemnly)

When I was first starting in the game, everyone around me was doing over the top things, and I was the conservative kid arguing for moderation. I kid you not.

Now, 30 years later, everyone around me my age argues for moderation, and I'm the one gunning for the over the top conceptions.

I suppose the long War Against the Wizard, which I had the misfortune to have to watch, caused me to take a more extreme position, irritated me into revolt and rebellion, and otherwise cemented my position as an advocate for high powered wizards.

In a sea of Nerfing, there needs to be at least one lone voice out there, arguing the case for power and extremity, a bit of the uproarious times of long past in his voice.

That would be me, I guess. (sighs)

-

Incidentally, that was how wizards in my game obtained spells: through scrolls and books found through adventuring, and through proving themselves to a mentor or college (through adventuring) or as a reward from a ruler (for adventuring.)

Of course, if a PC wizard and another PC wizard wanted to swap spells, that was fine with me. The usual rules for learning spells, maximum spells knowable per level, and the time and money required to inscribe spells were all in force, of course (not to mention the limited capacity of spellbooks.) And - to quote yourself - superior players cooperated, and their PCs did swap spells, and this was a prime way of obtaining those priceless spells.

You can create magic items in my game. The 3rd edition rules allow for it.

However, I use the item destruction rules from 1st and 2nd edition. So when that Fireball comes, and you fail your save, all those magic items must save too. If even one fails, it bursts into magical flame, and all your magical items must save again.

Those low level magic items are probably not going to be a match for a Fireball (magic items made by powerful NPCs that you found in the wilderness adventuring will be Fireball resistant.)

You have probably lost all those minor magical items you made, from that Fireball. You failed your save. A pity. I the DM shall cry hearty crocodile tears for you.

-

For the aspiring archmage ...

Consider the Shapechange spell as I described it. No archmage (or anyone else) who has this spell will share it, with a stranger, for any price. Why share the secret of such awesome power? Ditto for those other spells I described.

So, if the aspiring wizard wants these spells, all she need do is to take them by force from the archmages in question. That shouldn't be too difficult to do ... no biggie at all ... (chuckles)

Col_Pladoh

Thursday, 26th July, 2007, 06:23 PM

It is enjoyable to recall old gaming memories :D

Sometimes I wonder if I will ever be able to match, let alone top, some of the adventures I provided for my players... When I find the campaign is stale for whatever reason, then I will certainly retire from the GM role.

Cheers,
Gary

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Dextra

Thursday, 26th July, 2007, 07:22 PM

Hi Mr G,

I have a question for you: would you like to come to the ENnie Awards in person this year whilst at Gen Con Indy? Friday, August 17th, cocktails start at 9, the Awards proper start at 9:30. I'm sure there's more than a few people who would love to buy you a drink, or share a table...

If you're available and/or interested, please email me
denise@enniewards.com

Aeolius

Thursday, 26th July, 2007, 10:36 PM

Quote:

*Originally Posted by Col_Pladoh**All that said, do you find that some "classic" critters to be generally ignored?*

I suppose each player and DM harbors their own beliefs as to what a "classic" critter might be. For me, hags are the penultimate critter. Another suitable response might be flumphs, which have been vastly overlooked in 3e, or the dragon turtle, which has been denied "true" dragon status time and time again.

(edit: Gary, if you ever get the deranged desire to play an ixitxachitl PC, just let me know ;))

Col_Pladoh

Friday, 27th July, 2007, 07:21 PM

Quote:

*Originally Posted by Dextra**Hi Mr G,**I have a question for you: would you like to come to the ENnie Awards in person this year whilst at Gen Con Indy? Friday, August 17th, cocktails start at 9, the Awards proper start at 9:30. I'm sure there's more than a few people who would love to buy you a drink, or share a table...**If you're available and/or interested, please email me
denise@enniewards.com*

The thought is much appreciated :)

Fact is that by 9 PM I will be kicking back in my room and thinking about hitting the rack...the meds I must take sort of knock me out...

Cheerio,
Gary

Col_Pladoh

Friday, 27th July, 2007, 07:23 PM

Quote:

*Originally Posted by Aeolius**I suppose each player and DM harbors their own beliefs as to what a "classic" critter might be. For me, hags are the penultimate critter. Another suitable response might be flumphs, which have been vastly overlooked in 3e, or the dragon turtle, which has been denied "true" dragon status time and time again.**(edit: Gary, if you ever get the deranged desire to play an ixitxachitl PC, just let me know ;))*

A flumph??? :confused:

As for playing an ixitxachitl PC, that would be Steve Marsh ;)

:lol:
Gary

Aeolius

Friday, 27th July, 2007, 07:50 PM

Quote:

Originally Posted by **Col_Pladoh**

A flumph???

To be fair, in my campaigns flumphs are known as uplum and are related to both aboleth and mind flayers. :)

VorpalBunny

Friday, 27th July, 2007, 08:42 PM

:looks at calendar:

Hey, happy birthday, Gary! Best wishes and many happy returns!

:)

Gentlegamer

Friday, 27th July, 2007, 08:46 PM

Happy Birthday!

Col_Pladoh

Friday, 27th July, 2007, 09:10 PM

Quote:

Originally Posted by **Aeolius**

To be fair, in my campaigns flumphs are known as uplum and are related to both aboleth and mind flayers. :)

:lol: :uhoh: :lol:

Flumphs, heh-heh-heh.

Sorry, but I couldn't resist the urge.

Cheers,
Gary

Col_Pladoh

Friday, 27th July, 2007, 09:11 PM

Quote:

Originally Posted by **VorpalBunny**

:looks at calendar:

Hey, happy birthday, Gary! Best wishes and many happy returns!

:)

Thankee!

I am right glad to have made this one and am hoping for the next :lol:

Cheerio,
Gary

Col_Pladoh

Friday, 27th July, 2007, 09:16 PM

Quote:

Originally Posted by **Gentlegamer**

Happy Birthday!

Much appreciated.

Going out for dinner with a half-dozen of the family this evening, but meantime just loafing and enjoying the day :cool:

Munchkins, BTW, are those so foolish as to cheat in order to attempt excellence of play for their PC in an RPG. Those that seek every opportunity, including honest advantage, to do the same are superior players.

Cheers,
Gary

Flexor the Mighty!

Friday, 27th July, 2007, 09:18 PM

Happy Birthday Gary.

Happy Birthday - Top 10 Ways to Celebrate

I hope this is the right place to post this. I was referred to here by someone who was encouraging us to wish Happy Birthday to a man who has brought many a happy birthday present into the lives of others. Thank you, sir. Yeah, I can be shmucky but I'll, uhm, blame my newbiness. :)

In honour of the Great Zagyg, my Top 10 Ways to Celebrate Gary Gygax's birthday:

10. Go to GenCon and convince the people that, no, really, WotC respects JRR Tolkien more because their Halflings aren't so similar to Hobbits.
9. Gather 500,000 Egyptian army war-gaming miniatures and shape them into the words "Happy Birthday!" in hieroglyphic form.
8. Send Gary 69 +2 Flaming Candles for his birthday cake.
7. Get Brendan Frasier to assist you in taking over your local radio station so you can play songs from Pitcheblend's album, "Gygax!".
6. Broker the Broadway premiere of the Dead Alewives' "Take Down the Grand Master" and then secretly replace the Cheetos with a generic brand and see if anyone notices..
5. Call DC Comics and ask Dan Didio how those little mini-D&D-comic advertisements from the late 70's/early 80's ended (seriously, does anyone know or is that poor band of elf, magician and fighter still stuck in that darned dungeon?).
4. Get Ralph the Mouth and Adam Rich to dress in one of those two-person horses outfits as "Uni" and "bah" the Happy Birthday theme. (You could use Willie Aames but I think he's still stuck in Baldur's Gate).
3. Create documentary called "Bowling for Mazes and Monsters". Use the millions you make to buy Gary a nicer birthday present.
2. Replace Jack-in-the-Box's E. Coli with Arthronema gygaxiana sp nov UTCC393 for the day
1. Call your wife Tipper and ask if you can go over to Gary's house for a quick game of D&D. Pester her by pointing out that Deep Blue and Stephen Hawkings have already gotten permission.

Happy Birthday E.G.G.

cildarith

Saturday, 28th July, 2007, 12:09 AM

Happy Birthday, Gary! :cool:

Grithfang

Saturday, 28th July, 2007, 12:45 AM

Happy Brithday

Happy Birthday! For your present please roll from table 1-1:

table 1-1

01-99 Many happy returns

00 Roll twice on table 1-1 and once on table 1-2

table 1-2

01-04 Michael Meyers' unwashed underwear

05-15 Burgess Meredith's book collection & his glasses

16-35 Portable Hole and Bag of Holding (Let me throw them together for convent storage)

36-65 Harlequin Romance: The complete series

66-85 (Something so horrible I don't dare utter it)

86-96 (This is even worse)

97-00 D&D 3.5

ColonelHardisson

Saturday, 28th July, 2007, 02:20 AM

Quote:

*Originally Posted by **Col_Pladoh***

You want a particular magic item PC, you can not buy it ir make it! Go out and quest to find it. That is a part of the RPG form now isn't it?

I agree with this, always have, but I also think that there is room for the buying of magic items. My thoughts on this derive from legends and folktales and more modern "old wives' tales." I see low-level magic items, those with limited use or fairly mild enchantment as being akin to the kind of stuff that even today people buy (or make) in order to provide themselves an edge-up. I'm thinking of stuff like rabbits' feet and other lucky charms, St. Christopher's Medals and other saint-related paraphernalia, "snake oil" (whether the stuff from the 19th century or current stuff like HGH or herbal teas), or any number of charms from pagan or similar traditions.

Sure, some of it will be about as effective as what we find in the real world, but in a world where magic is real, some of it may well be efficacious and fairly readily available or possible to be created by PCs with the skill and resources. For really powerful magical items - my own arbitrary opinion of what these are is stuff the equivalent of +3 or better weapons - should, indeed, be more complex than simply commissioning the manufacturing of such items. I think that in the modern incarnation of D&D, the prices given for making items are looked at as something akin to catalog prices. My own opinion of those prices is that they reflect the equivalent time and effort involved in making an item, not what they cost down at Wal-Mart. I'm hoping that all makes sense.

Odnasept

Saturday, 28th July, 2007, 05:45 AM

Oh dear, it looks like I just missed wishing you a punctual happy birthday (bloody time zones and whatnot), Gary. Well, if it helps make it up, I'll try and remember some of a song I helped write about you years ago:

Sung to the tune of Stan Bush's 'The Touch' from the original Transformers: The Movie:

After all is said and done,
It's you who wrote Edition One;
The creator!

Before the stupid, 3rd-Ed Feat,
You made the rules, and take the heat!
You know how to roll!

And you never get hit with your great Armour Class,
You deliver the crit and keep on kicking aaaa-

Well, you get the idea. Happy Birthday Gary Gyga!

P.S. I believe the chorus went something like this:

You got the touch! You got the power!
When all hell's breaking loose you'll be writing down stats for it all!

etc.

SpiderMonkey

Saturday, 28th July, 2007, 03:21 PM

A belated Happy Birthday to you, sir!

Get any good loot?

Joël of the FoS

Saturday, 28th July, 2007, 06:50 PM

Happy Bday to you Gary!

holds a Boréale rousse beer to your health

The last issue of Dragon mag has a wonderful image of the Demogorgon.

May I ask where the imagery of this splendid demon comes from?

Joël

Odnasept

Saturday, 28th July, 2007, 11:41 PM

Oh my, that is an excellent idea!

In the same vein as the last question, I myself am very curious as to how you came up with the (A)D&D versions of various classical and mythological figures such as Orcus and Demogorgon (both mentioned in Milton's Paradise Lost as I recall), Asmodeus ('the destroyer' in Hebrew?), Bahamut (something Indian about a turtle which carried the world on its back?) and my all-time favourite, TIAMAT ('Salt Water', the Babylonian mother goddess described in the Enuma Elish tablets)!

If the latter's appearance was at all inspired by a certain prominent character in the book of Revelation, don't worry; we won't tell anyone! ;)

EDIT: Oh, and I am also rather curious as to how you came up with such creative concepts for the good and evil dragons, particularly Draco Rigidus Frigidus and Draco Nobilis Argentum!

WolvOrine

Sunday, 29th July, 2007, 04:41 AM

Quote:

Originally Posted by g **dasept**

EDIT: Oh, and I am also rather curious as to how you came up with such creative concepts for the good and evil dragons, particularly Draco Rigidus Frigidus and Draco Nobilis Argentum!

That Draco Rigidus Frigidus, he's a real hard ice I hear tell...

Col_Pladoh

Sunday, 29th July, 2007, 08:02 PM

Whoa!

Naturally the auto notice for a post here failed to reach me--if one was ever sent--the server here seems to enjoy shorting me thus at times, so there are a spate of new posts that that I need to respond to.

First, my sincere thanks for the good wishes for my birthday anniversary last Friday. I really enjoyed the 10 things list and special gifts tables too :D

Four of six kinder and five of eight grandchildren were at our place on Friday, and eight of us went out for dinner at a good restaurant near to Lake Geneva. All enjoyed the occasion, and the food was near four star quality. I enjoyed a Wiener Schnitzel ala Holstien, but the Warsteiner beer was not on par with the locally brewed New Glarus Blonde, for example, iot also being a pale pilsner.

I received some very nice gifts, including eight or 10 imported English and French cheeses from son Luke, and I sampled five of them as a light supper last evening, having the cheeses with French bread and an indifferent Australian red wine. Amongst an assortment of goodies in a gift basket, daughter Elise gave me a great-looking bottle of rum that I have yet to uncork. So many potables, so little time for such libations :\\ As a continuation of the fun, grandson Joey is bringing a couple of very fine cigars to me soon along with the DVD of 300. I'll furnish us with some 17-year-old single malt Scotch whiskey and a tot of 70-year-old Armagnac as we watch the movie on our big-screen telly.

There's a bit more, but hat should suffice, as I do not want to bore all readers to tears.

Colonel Hardisson, your comments regarding available magic items are quite relavant. I also do indeed allow petty things such as you note, faux items, and sometimes even something that heals a bit of damage to be rooted out by dilligent scouring of all the odd shops in town.

The many monsters I devised for the A/D&D games came from a variety of sources including mythology, legends, medieval bestiaries, folklore, fairy tales, and authored fiction. The demon names were dug up from medieval sources in the main. The various colors and metallic-hued dragons I made up mainly on my own, the other bad ones being permutations of the red, fire-breathing drake, the metallic dragons coming from. Of course Bahamut was based off of the Biblical name Behemoth, but Tiamut's five-heads were inspired only by the five colors of Evil dragon. not the beast with seven heads and 10 horns that the Scarlet Whore of Babylon rode on before she was devoured by it from the Book of Revelation.

I made up the Latin names for the dragons with much huffing and puffing.

The silver dragon was not difficult to cobble together using the gold and blur dragon stats for reference.

If I have missed any post that needs a special answer, just holler at me, and I'll gladly respond accordingly.

Cheerio,
Gary

P.S. As to the song lyrics: After all these years about the worst that happens when I am attacked is that I grow bored with the topic or else become irritated and drop the whole matter (if I am in an otherwise bad mood). In a worst case scenario I find the exchange stimulating, begin a series of sarcastic, caustic, and/or japing responses that bring no benefit to anyone concerned....

Col_Pladoh

Sunday, 29th July, 2007, 08:44 PM

Quote:

Originally Posted by **Etfalti**

I hope this is the right place to post this. I was referred to here by someone who was encouraging us to wish Happy Birthday to a man who has brought many a happy birthday present into the lives of others. Thank you, sir. Yeah, I can be shmucky but I'll, uhm, blame my newbiness. :)

In honour of the Great Zagyg, my Top 10 Ways to Celebrate Gary Gygax's birthday:

- 10. Go to GenCon and convince the people that, no, really, WotC respects JRR Tolkien more because their Halflings aren't so similar to Hobbits.*
- 9. Gather 500,000 Egyptian army war-gaming miniatures and shape them into the words "Happy Birthday!" in hieroglyphic form.*
- 8. Send Gary 69 +2 Flaming Candles for his birthday cake.*
- 7. Get Brendan Frasier to assist you in taking over your local radio station so you can play songs from Pitcheblend's album, "Gygax!"*
- 6. Broker the Broadway premiere of the Dead Alewives' "Take Down the Grand Master" and then secretly replace the Cheetos with a generic brand and see if anyone notices..*
- 5. Call DC Comics and ask Dan Didio how those little mini-D&D-comic advertisements from the late 70's/early 80's ended (seriously, does anyone know or is that poor band of elf, magician and fighter still stuck in that darned dungeon?).*
- 4. Get Ralph the Mouth and Adam Rich to dress in one of those two-person horses outfits as "Uni" and "bah" the Happy Birthday theme. (You*

could use Willie Aames but I think he's still stuck in Baldur's Gate).

3. Create documentary called "Bowling for Mazes and Monsters". Use the millions you make to buy Gary a nicer birthday present.

2. Replace Jack-in-the-Box's *E. Coli* with *Arthronema gygaxiana* sp nov UTCC393 for the day

1. Call your wife Tipper and ask if you can go over to Gary's house for a quick game of D&D. Pester her by pointing out that Deep Blue and Stephen Hawking have already gotten permission.

Happy Birthday E.G.G.

LOL!

I think that playing some wargames with the ancient Egyptian miniatures would be more fun.

Funny thing, I never heard of the math-rock quartet Pitcheblende, only the mineral of that name, until you mentioned it here. I see that it has gone by the wayside, as has the rock group Gygax, Gygax, Gygax.

I hope that the head of the Swiss Airforce, Lt. General Gygax is not disheartened by those events.

Cheerio,
Gary

the black knight

Sunday, 29th July, 2007, 09:18 PM

Hey Gary,

Thanks for the replies. I have enjoyed reading your thoughts.

One last question on Castle Zagyg, if I may. Are you satisfied with the way it turned out? I know it must have been a long road for you, but what about the project surprised you?

Were there any moments where creativity took over as a force of its own?

Lastly, how would you rate it in its overall difficulty? Is it another Tomb of Horrors?

Sincerely,

the black knight

P.S. happy belated birthday!

Col_Pladoh

Sunday, 29th July, 2007, 11:13 PM

I am never satisfied with a work in progress. Heh-heh-heh! I expect the final part of the CZ castle and dungeon levels to be completed by the end of this year...or maybe early in 2008. These sorts of projects take time to get right for a general audience ;)

So far I am liking all that has been outlined and completed, though.

And the b'day good wishes are appreciated.

Cheerio,
Gary

mattcolville

Sunday, 29th July, 2007, 11:27 PM

Gary-

Not sure if anyone's asked this before, but if there were a *canonical* Gygaxian campaign, and you wanted to communicate the tone and style of play to a newbie, what movies would you have them watch as reference?

Edena_of_Neith

Sunday, 29th July, 2007, 11:30 PM

Hey there. Happy Birthday, Gary Gygax. :)

Yours Sincerely
Edena_of_Neith

Odnasept

Monday, 30th July, 2007, 12:02 AM

Quote:

Originally Posted by **Col_Pladoh**

P.S. As to the song lyrics: After all these years about the worst that happens when I am attacked is that I grow bored with the topic or else become irritated and drop the whole matter (if I am in an otherwise bad mood). In a worst case scenario I find the exchange stimulating, begin a series of sarcastic, caustic, and/or japing responses that bring no benefit to anyone concerned....

Hmmm....Intriguing, but considerably more difficult to rhyme-synch with Stan Bush's '80s-'90s rock lyrics.... ;)

With regards to the job of designing dragonkind (if you will pardon my penchance for punnery) your answers provided quite a revelation! The idea of a dragon/wyvern/hydra is a very cool concept for the Babylonian dragon goddess in and of itself, and I shall thus assume that the reason for her originally being classified as a devil of the Nine Hells was simply due to her being both lawful and a progenitor of evil (my Bachelor's degree in English provides me with ample opportunity to draw connections where none exist ;)). After all, such makes the cosmology of my own campaign more original than I had initially assumed! :cool:

I was however somewhat baffled by the origins of my favourite non-unique dragon, the aforementioned Draco Nobilis Argentum a.k.a. the Silver Dragon. I had never heard of the 'Blur Dragon', but swift and fruitless searches of Wikipedia and Google led me to the consideration that it may in fact have been a typo for 'Blue Dragon'. :)

I now have two more dragon-related questions:

Firstly, is there any reason why the other Metallic dragons (the Silver in particular) look somewhat- to considerably less oriental in design than the Gold Dragon, or was it simply so that they would fit better into a game which tends to focus largely on a mediaeval Western world-style milieu?

Secondly, what is your stance on the increase in power dragons received upon the release of the 2nd Edition AD&D game? They were always beings of great power, but the non-unique dragons went from being inferior to the most powerful of giants to being able to surpass them and perhaps even Titans as well once they reached the eldest age categories (I persynally almost always supported this change, though my reason is primarily due to an inherent love of dragonkind and ambivalence toward giantkind).

francisca

Monday, 30th July, 2007, 02:02 PM

Happy belated birthday, you old warhorse!

Gary-

In regards to the Beholder, there is an obvious pun regarding it's eye. Any funny anecdotes about it? Was the "Eye of the Beholder" cliché central to it's creation?

Also, how did Mike Carr become involved with TSR? Was publishing Fight in the Skies/Dawn Patrol part of the reason for bringing him in, or was TSR's publishing of the game a by-product (so to speak) of his presence in the company? (I recently picked up a copy of Dawn Patrol, and plan on running a session at LGGC IV.)

Col_Pladoh

Monday, 30th July, 2007, 05:08 PM

Quote:

*Originally Posted by **mattcolville***

Gary-

Not sure if anyone's asked this before, but if there were a canonical Gygaxian campaign, and you wanted to communicate the tone and style of play to a newbie, what movies would you have them watch as reference?

Your question is one that has not been posed previously...and it is a tough one to answer.

From my POV there are virtually no fantasy motion pictures that would depict anything close to a campaign that I Game Mastered. Not even those dreadful "Conan" flicks have any merit in regards Sowrds & Sorcery theming. So...

The spirit of the adventuring I attempt to provide is conveyed *The Deep* and the hoped for excitement in *The Naked Prey*. Another good picture for capturing the spirit of a fantasy adventure is surely *Big Trouble in Little China*.

Party cooperation is pretty well conveyed in the second D&D movie, that work being a good deal better than the abominable first one.

The sense of lurking fear might be captured in the original *The Thing*, or in the old B&W movie *She*.

Exotic world setting and outdoor adventuring are well done in the Rongs trilogy motion pictures, and for a different take on that subject the original *King Kong*.

For general fantastic adventure and combat many of the Chinese martial arts films convey such images well, as they contain many elements of the FRPG game form--heroic protagonists questing, facing challenges, defeating powerful antagonists, overcoming personal fears, etc.

I hope that covers it. Come on back if you have any additional questions.

Cheers,
Gary

Col_Pladoh

Monday, 30th July, 2007, 05:10 PM

Quote:

*Originally Posted by **Edena_of_Neith***

Hey there. Happy Birthday, Gary Gyax. :)

*Yours Sincerely
Edena_of_Neith*

Had a fine one...and am still enjoying my "birthday month" or possibly "season." :lol:

Cheerio,
Gary

Col_Pladoh

Monday, 30th July, 2007, 05:30 PM

Deleted

Col_Pladoh

Monday, 30th July, 2007, 05:32 PM

Quote:

*Originally Posted by **Odnasept***

...

I was however somewhat baffled by the origins of my favourite non-unique dragon, the aforementioned Draco Nobilis Argentum a.k.a. the Silver Dragon. I had never heard of the 'Blur Dragon', but swift and fruitless searches of Wikipedia and Google led me to the consideration that it may in fact have been a typo for 'Blue Dragon'. :)

Sorry to have made things nebulous by that typo done in haste.

Quote:

I now have two more dragon-related questions:

Firstly, is there any reason why the other Metallic dragons (the Silver in particular) look somewhat- to considerably less oriental in design than the Gold Dragon, or was it simply so that they would fit better into a game which tends to focus largely on a mediaeval Western world-style milieu?

Artists whim alone, and not any desire on my part. They were all to be more serpentine in form as is typical of the Oriental dragon.

Cheers,
Gary

Quote:

Secondly, what is your stance on the increase in power dragons received upon the release of the 2nd Edition AD&D game? They were always beings of great power, but the non-unique dragons went from being inferior to the most powerful of giants to being able to surpass them and perhaps even Titans as well once they reached the eldest age categories (I persynally almost always supported this change, though my reason is primarily due to an inherent love of dragonkind and ambivalence toward giantkind).

I am much appaled by the over-emphasis of the prowess of the Occidental dragon. They were continually slain by humans, so what is the justification for the power increase? Nothing but the hubris of the inept designer. OTOH, if proper stats were desired, the Oriental dragons are the ones that need be vastly improved in their capacities.

This is not to say that I did not intend to beef up these critters in a revised edition of the AD&D game. I was planning to move the base HD from d8 to d10 or maybe d12, and give them additional attack damage equal to the number of HD possessed, this in an incremental scale (intended) based on the HPs per HD possessed. As i mentined previously, all large and robust critters were to have gained d12 HD base, HP spread based on 50% of HD + a variable addition above that equal to up to another 50%, along with damage addition based on HD#. (I have dine this in the camopaign material I have created for the C&C RPG system.)

In short, I do not believe that dragins were everm or should be now, the toughest monsters in the marches, and I will not cave in to pressure to change my mind in that regard.

Col_Pladoh

Monday, 30th July, 2007, 05:43 PM

Quote:

*Originally Posted by **francisca***

Happy belated birthday, you old warhorse!

Gary-

In regards to the Beholder, there is an obvious pun regarding it's eye. Any funny anecdotes about it? Was the "Eye of the Beholder" cliché central to it's creation?

Also, how did Mike Carr become involved with TSR? Was publishing Fight in the Skies/Dawn Patrol part of the reason for bringing him in, or was TSR's publishing of the game a by-product (so to speak) of his presence in the company? (I recently picked up a copy of Dawn Patrol, and plan on running a session at LGGC IV.)

G'Day!

Thanks. The B'day was a fun one. Now if I had a valid credit card I would be a charger :lol:

Terry Kuntz was the primary creator of the Beholder, why I have no idea, excpet maybe he was a glutton for havng his PC punished. All I did

was detail the monster and polish the concept--one that is an excellent one for sure! The pun was unintended by Terry. He just chose the term because of the number of eyes the critter possessed as far as I can ascertain.

Mike Carr was a member of the gaming group to which Dave Arneson belonged. Mike was a co-author with Dave and me of the *Don't Give up the Ship* nevalminiatures rules for the Great Age of Sail. As Brian Blume was a great fan of Mikes WWI aerial combat game, Brian hired him on at TSR. After Mike was a staff member Brian decided the company needed to publish *Dawn Patrol*--a rotten game because my guns always jammed or else I was shot down :]

:lol:
Gary

Gentlegamer

Monday, 30th July, 2007, 06:25 PM

Quote:

*Originally Posted by **Col_Pladoh***

I am much appaled by the over-emphasis of the prowess of the Occidental dragon. They were continually slain by humans, so what is the justification for the power increase? Nothing but the hubris of the inept designer. OTOH, if proper stats were desired, the Oriental dragons are the ones that need be vastly improved in their capacities.

...

In short, I do not believe that dragins were everm or should be now, the toughest monsters in the marches, and I will not cave in to pressure to change my mind in that regard.

That is an interesting take considering the power of dragons in Mentzer's BECM D&D rules.

Col_Pladoh

Monday, 30th July, 2007, 06:34 PM

Heh!

First, I believe I had better wotch the typos I make...blasted worn keybord aside :uhoh:

Frank was given leave by me, and that means virtually free rein, to develop the D&D, as opposed to AD&D, game in a direction that led to super-powerful PCs if the DM so desired. That assuredly led to what I consider over-powered dragons ;)

Cheers,
Gary

Flexor the Mighty!

Monday, 30th July, 2007, 06:39 PM

Quote:

*Originally Posted by **Gentlegamer***

That is an interesting take considering the power of dragons in Mentzer's BECM D&D rules.

Well the power level of that set really went fully to 36th level where as AD&D really didn't go that far. So I guess they wanted dragons for L25 parties and stuff like that.

Col_Pladoh

Monday, 30th July, 2007, 06:44 PM

Quote:

*Originally Posted by **Flexor the Mighty!***

Well the power level of that set really went fully to 36th level where as AD&D really didn't go that far. So I guess they wanted dragons for L25 parties and stuff like that.

That's it in a nutshell :D

Cheers,
Gary

gideon_thorne

Monday, 30th July, 2007, 06:55 PM

Quote:

*Originally Posted by **Col_Pladoh***

This is not to say that I did not intend to beef up these critters in a revised edition of the AD&D game. I was planning to move the base HD from d8 to d10 or maybe d12, and give them additional attack damage equal to the number of HD possessed, this in an incremental scale (intended) based on the HPs per HD possessed. As i mentioned previously, all large and robust critters were to have gained d12 HD base, HP spread based on 50% of HD + a variable addition above that equal to up to another 50%, along with damage addition based on HD#. (I have done this in the campaign material I have created for the C&C RPG system.)

It might be of general interest to note, as well, that the C&C Monsters & Treasure book presents various monsters somewhat as described above. Towit, varying hit die, as well as damage, base to hit, and save bonus's based on # of HD. :)

Gentlegamer

Monday, 30th July, 2007, 07:40 PM

Quote:

*Originally Posted by **Flexor the Mighty!***

Well the power level of that set really went fully to 36th level where as AD&D really didn't go that far. So I guess they wanted dragons for L25 parties and stuff like that.

Perhaps, but the actual power level of a level 36 D&D character was roughly equal to a 20th level AD&D character.

Gentlegamer

Monday, 30th July, 2007, 07:43 PM

Quote:

*Originally Posted by **Col_Pladoh***

Frank was given leave by me, and that means virtually free rein, to develop the D&D, as opposed to AD&D, game in a direction that led to super-powerful PCs if the DM so desired. That assuredly led to what I consider over-powered dragons ;)

I understand. The two versions of D&D were separate games with different basic premises in that regard.

Were there any design features of that game line you though would be desirable for inclusion in a revised AD&D game?

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Gary Gygax Q&A: Part XIII

Printable View

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Col_Pladoh

Monday, 30th July, 2007, 09:06 PM

Quote:

*Originally Posted by **Gentlegamer****I understand. The two versions of D&D were separate games with different basic premises in that regard.**Were there any design features of that game line you though would be desirable for inclusion in a revised AD&D game?*

As an aside here, I do not believe a 36th level OD&D PC was equalled by a 20th level AD&D one...

After over 20 years, who can remember that sort of detail? Creating monsters I have dealt with continually over the intervening years, pondering other changes I have not. For example, I couldn't give details of the new PC classes I intended to add unless I came across the notes I made on them.

Cheers,
Gary

mattcolville

Monday, 30th July, 2007, 11:09 PM

Quote:

*Originally Posted by **Col_Pladoh****Your question is one that has not been posed previously...and it is a tough one to answer.**From my POV there are virtually no fantasy motion pictures that would depict anything close to a campaign that I Game Mastered. Not even those dreadful "Conan" flicks have any merit in regards Swords & Sorcery theming. So...**The spirit of the adventuring I attempt to provide is conveyed The Deep and the hoped for excitement in The Naked Prey. Another good picture for capturing the spirit of a fantasy adventure is surely Big Trouble in Little China.**Party cooperation is pretty well conveyed in the second D&D movie, that work being a good deal better than the abominable first one.**The sense of lurking fear might be captured in the original The Thing, or in the old B&W movie She.**Exotic world setting and outdoor adventuring are well done in the Rongs trilogy motion pictures, and for a different take on that subject the original King Kong.**For general fantastic adventure and combat many of the Chinese martial arts films convey such images well, as they contain many elements of the FRPG game form--heroic protagonists questing, facing challenges, defeating powerful antagonists, overcoming personal fears, etc.**I hope that covers it. Come on back if you have any additional questions.*

Cheers,
Gary

It's a good answer.

It's interesting that your first response is the Conan movie(s). I presume that's because, over the years, people with affection for the movie ask you what you thought of it, expecting the answer to be positive. Certainly there's a lot to be disappointed in.

I've noticed you say, and the evidence bears out, that you like some SF thrown in with your Fantasy. Would a "Gygaxian" fantasy movie be Swords & Sorcery, or more genre-bending stuff? I remember *Krull* had not only a group of adventurers, but some SF elements kinda casually tossed in.

The 13th Warrior often tops lists on message board forums of "best fantasy movie." That always struck me as a very low-fantasy (indeed, strictly speaking, no-fantasy) gaming-movie. I know it's John Zinzer at AEG's favorite movie for precisely that reason.

Do you ever watch a movie and find yourself inspired to include elements from it in one of your adventures?

Gentlegamer

Tuesday, 31st July, 2007, 12:33 AM

Quote:

*Originally Posted by **mattcolville****I've noticed you say, and the evidence bears out, that you like some SF thrown in with your Fantasy. Would a "Gygaxian" fantasy movie be*

Swords & Sorcery, or more genre-bending stuff? I remember Krull had not only a group of adventurers, but some SF elements kinda casually tossed in.

I think that in many ways, the sci-fi/fantasy dichotomy is a false one. Many of the most influential stories in the "fantasy" genre have a healthy dose of "sci-fi" in them as well. In fact, it is this quality that serves as the primary difference between that genre that began in the 20th century that separated it from the "fairy tales" that preceded it.

I think Gary's preference, like mine, isn't necessarily for "sword and sorcery" but for "pulp adventure" and the "well wrought tale" genre. This view is comfortable with running a pseudo-medieval campaign setting that has crashed space ships, side treks to Barsoom, guargantuan carnivorous apes, and cowboys. :)

Odnasept

Tuesday, 31st July, 2007, 06:24 AM

Quote:

*Originally Posted by **Col_Pladoh***

I am much appaled by the over-emphasis of the prowess of the Occidental dragon. They were continually slain by humans, so what is the justification for the power increase? Nothing but the hubris of the inept designer. OTOH, if proper stats were desired, the Oriental dragons are the ones that need be vastly improved in their capacities.

This is not to say that I did not intend to beef up these critters in a revised edition of the AD&D game. I was planning to move the base HD from d8 to d10 or maybe d12, and give them additional attack damage equal to the number of HD possessed, this in an incremental scale (intended) based on the HPs per HD possessed. As i mentined previously, all large and robust critters were to have gained d12 HD base, HP spread based on 50% of HD + a variable addition above that equal to up to another 50%, along with damage addition based on HD#. (I have dine this in the camopaign material I have created for the C&C RPG system.)

In short, I do not believe that dragons were ever or should be now, the toughest monsters in the marches, and I will not cave in to pressure to change my mind in that regard.

Hisssss! You have displeased Tiamat! Dragons must be all-powerful! Curse the giants! Cuurrrssssse themmm!!!
:] :] :mad: :] :]

Seriously though, I have often found that smaller, more cunning dragons could present an especially well-played challenge to PCs (this October will mark the ten-year anniversary of my players' lamentation of the power and strategy of a 28-hit-point Young Adult Black Dragon and her 8-hit-point hatchling, for example) without having to be restricted to the status of 'unkillable gods' as one DM I know has done. Your statements also remind us of the fact that your game predates the video game RPG and had instead traditional and classical mythology as inspiration, which (at least in the West) does not require dragonkind to be at all all-powerful.

Which leads me to another somewhat dragon-related question, though I promise it will be the last at least until I come up with the next one. :) I recall the appearance of 1st Edition AD&D stats for the characters of the Arthurian Legends (I believe that Merlin was 23rd Level :), and as I read more of them I have become curious to what extent they may have inspired/influenced any aspect of AD&D (I am thinking also of various chromatic colours of dragon that appear therein).

Once again, thank you for all your insightful replies,

A fellow gamer and designer,

Odnasept

Redwald

Tuesday, 31st July, 2007, 12:53 PM

Quote:

*Originally Posted by **Edena_of_Neith***

I would tell a story then.

It's a very long story (it's a long post even by my standards.) Please read it at your leisure, or whatever part you wish. I feel I owe it to you, Gary. You deserve a full explanation from me.

Back in 1976, I learned of a game called D&D (what everyone calls OD&D now) and I attempted playing it.

[hundreds of lines snipped]

So there you have it.

I kept expecting this to end with:

Quote:

But Edena has not yet been to college.

RFisher

Tuesday, 31st July, 2007, 01:20 PM

Quote:

*Originally Posted by **Col_Pladoh***

Not even those dreadful "Conan" flicks have any merit in regards Sowrds & Sorcery theming. So...

When I finally got around to seeing the *Conan the Barbarian* movie recently, I was shocked. I can't understand why Melius didn't want to take full credit for his own work. Why bother with the hassle of licensing just to wipe his own names off his characters & substitute the names of Howard's characters?

Can it be true that there has really never been a sword & sorcery film in the tradition of Howard & Lieber? I have to admit that none comes to mind. Some Hong Kong films & *Big Trouble in Little China* do indeed seem like the closest thing.

Flexor the Mighty!

Tuesday, 31st July, 2007, 02:15 PM

I really love the first Conan movie. Don't care how faithful to the source material it is. Fun movie.

Respectabiggie

Tuesday, 31st July, 2007, 06:53 PM

Quote:

*Originally Posted by **Col_Pladoh***

Not even those dreadful "Conan" flicks have any merit in regards Sowrds & Sorcery theming. So...

I'd love to see a Solomon Kane film. There's more meat in those stories than half of a Barnes and Noble. Unlikely to happen, I know...

Particle_Man

Tuesday, 31st July, 2007, 07:02 PM

Actually, I think one is in the works. Don't know about quality, of course.

<http://www.imdb.com/title/tt0970452/>

Col_Pladoh

Tuesday, 31st July, 2007, 10:52 PM

Quote:

*Originally Posted by **mattcolville***

It's a good answer.

It's interesting that your first response is the Conan movie(s). I presume that's because, over the years, people with affection for the movie ask you what you thought of it, expecting the answer to be positive. Certainly there's a lot to be disappointed in.

I've noticed you say, and the evidence bears out, that you like some SF thrown in with your Fantasy. Would a "Gygaxian" fantasy movie be Swords & Sorcery, or more genre-bending stuff? I remember Krull had not only a group of adventurers, but some SF elements kinda casually tossed in.

The 13th Warrior often tops lists on message board forums of "best fantasy movie." That always struck me as a very low-fantasy (indeed, strictly speaking, no-fantasy) gaming-movie. I know it's John Zinzer at AEG's favorite movie for precisely that reason.

Do you ever watch a movie and find yourself inspired to include elements from it in one of your adventures?

Happy that you were satisfied, as I was not quite that myself but couldn't think of more examples off hand...

Conan is not a brown-eyes, brown-haired fellow with an Austrian accent, and he does not run away from a bozo with a wooden circus mallet :mad:

A pure S&S film would be fine with me, but yes, a fantasy with some advanced technology included is great fun--*Hiero's Journey*, *The Broken Lands*, *the Black Flame* by Lanier, Saberhagen, and Weinbaum respectively are favorites of mine...made so from my old days of devouring pulp zines.

13th Warrior could have been 12th Warrior if I had been directing it, but the underground-dwelling bear-slayer troglodytes were pretty much the stuff of fantasy, no?

Of late I find my inspiration more from historical sources than from motion picture or TV fiction sources, although I surely enjoy the latter.

Cheerio,
Gary

Col_Pladoh

Tuesday, 31st July, 2007, 10:56 PM

Quote:

*Originally Posted by **Gentlegamer***

I think that in many ways, the sci-fi/fantasy dichotomy is a false one. Many of the most influential stories in the "fantasy" genre have a healthy dose of "sci-fi" in them as well. In fact, it is this quality that serves as the primary difference between that genre that began in the 20th century that separated it from the "fairy tales" that preceded it.

I think Gary's preference, like mine, isn't necessarily for "sword and sorcery" but for "pulp adventure" and the "well wrought tale" genre. This view is comfortable with running a pseudo-medieval campaign setting that has crashed space ships, side treks to Barsoom, guarantuan carnivorous

apes, and cowboys. :)

Actually, REH's and Leiber's tales are amongst my very favorites, and they are pure pure S&S. OTOH, I enjoy fairy tales and fantasy yarns with some technology/science fantasy included, as noted above.

So yes, my taste in fantasy is surely eclectic and includes MARGATER St. Claire's *The Secret People* ;)

Cheerio,
Gary

Col_Pladoh

Tuesday, 31st July, 2007, 11:03 PM

Quote:

*Originally Posted by **Odnasept***

*Hisssss! You have displeased Tiamat! Dragons must be all-powerful! Curse the giants! Cuurrrsssse themmm!!!
:] :] :mad: :] :]*

Seriously though, I have often found that smaller, more cunning dragons could present an especially well-played challenge to PCs (this October will mark the ten-year anniversary of my players' lamentation of the power and strategy of a 28-hit-point Young Adult Black Dragon and her 8-hit-point hatchling, for example) without having to be restricted to the status of 'unkillable gods' as one DM I know has done. Your statements also remind us of the fact that your game predates the video game RPG and had instead traditional and classical mythology as inspiration, which (at least in the West) does not require dragonkind to be at all all-powerful.

Which leads me to another somewhat dragon-related question, though I promise it will be the last at least until I come up with the next one. :) I recall the appearance of 1st Edition AD&D stats for the characters of the Arthurian Legends (I believe that Merlin was 23rd Level :)), and as I read more of them I have become curious to what extent they may have inspired/influenced any aspect of AD&D (I am thinking also of various chromatic colours of dragon that appear therein).

Once again, thank you for all your insightful replies,

A fellow gamer and designer,

Odnasept

:lol: :lol: :p :p :lol:

Milieu never did a decent motion picture in his life as far as I am concerned ;)

What you say about small dragons is quite so IMO. One of my toughest encounters was with a young red one that had both spider climb and invisibility spells... A surprise breath attack from above, then a plummeting one with fang and claw wrought a lot of havoc.

Can't say who did the Arthurian Legend sa=tats--surely in *The Dragon* magazine. Although I am a fan of Celtic myth and John Boorman films, I do not care for Arthurian Legend at all. If you have read my short story, "Duty," written from Excaliber's POV, you'll note just how little I enjoy the story. :uhoh:

May inspiration never desert you,
Gary

Col_Pladoh

Tuesday, 31st July, 2007, 11:05 PM

Quote:

*Originally Posted by **Redwald***

I kept expecting this to end with:

Now, now...

Play nicely! (And remember to do as I say, not as I do :)

Cheerio,
Gary

Col_Pladoh

Tuesday, 31st July, 2007, 11:09 PM

Quote:

*Originally Posted by **RFisher***

When I finally got around to seeing the Conan the Barbarian movie recently, I was shocked. I can't understand why Melius didn't want to take full credit for his own work. Why bother with the hassle of licensing just to wipe his own names off his characters & substitute the names of Howard's characters?

Can it be true that there has really never been a sword & sorcery film in the tradition of Howard & Lieber? I have to admit that none comes to mind. Some Hong Kong films & Big Trouble in Little China do indeed seem like the closest thing.

I do believe that Arthur Lieberman had as much to do with the low quality of the Conan films as Milieu did. He wanted me to design a special

weapon for Kull and assist with the storyline...all for the right to licence the property for an RPG :)

I told him union minimum would work, and he could shop the license.

Thus ended those talks.

About the closest to an S&S film done to date is Ladyhawk, and that was not particularly good, eh?

:lol:
Gary

Col_Pladoh

Tuesday, 31st July, 2007, 11:12 PM

Quote:

*Originally Posted by **Flexor the Mighty!***

I really love the first Conan movie. Don't care how faithful to the source material it is. Fun movie.

Glad someone enjoyed it, and I have no quarrel with your take on the flick although it is diametrically opposed to my own.

Cheerio,
Gary

Col_Pladoh

Tuesday, 31st July, 2007, 11:14 PM

Quote:

*Originally Posted by **Respectabiggie***

I'd love to see a Solomon Kane film. There's more meat in those stories than half of a Barnes and Noble. Unlikely to happen, I know...

Unlikely indeed after the two Conan pocs followed by the Red Sonja disaster.

Cheerio,
Gary

Col_Pladoh

Tuesday, 31st July, 2007, 11:16 PM

Quote:

*Originally Posted by **Particle_Man***

Actually, I think one is in the works. Don't know about quality, of course.

<http://www.imdb.com/title/tt0970452/>

I'll be hornswaggled!

Let us see if it actually goes into production for theatrical release or goes straight to DVD.

Cheerio,
Gary (who is finally going to see 300 tonight on his big screen TV...hooray :D)

gideon_thorne

Tuesday, 31st July, 2007, 11:20 PM

Quote:

*Originally Posted by **Col_Pladoh***

I'll be hornswaggled!

Let us see if it actually goes into production for theatrical release or goes straight to DVD.

*Cheerio,
Gary (who is finally going to see 300 tonight on his big screen TV...hooray :D)*

Did you get the unrated version? ^_~`

Col_Pladoh

Tuesday, 31st July, 2007, 11:29 PM

Quote:

*Originally Posted by **gideon_thorne***

Did you get the unrated version? ^_~`

Whatever the shop had to offer, so I haven't the foggiest until it is viewed.

Cheerio,
Gary

ghul

Wednesday, 1st August, 2007, 05:51 AM

The link below leads you to the website of this fellow who did a Solomon Kane short film. In 4 minutes this film captures REH better than the Conan movies were able to do in 4 hours.

<http://www.kanefilms.com/SolomonKane/>

All the best,
--Jeff T.

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haakon1

Wednesday, 1st August, 2007, 08:26 AM

Quote:

Originally Posted by **mattcolville**

13th Warrior often tops lists on message board forums of "best fantasy movie." That always struck me as a very low-fantasy (indeed, strictly speaking, no-fantasy) gaming-movie. I know it's John Zinzer at AEG's favorite movie for precisely that reason.

Also:

-- It's about a party, not one individual.

-- It's beautifully filmed, in the picturesque Pacific Northwest, with some great scenes (the final fight in the rain, for instance).

-- It's based on arguably the best and almost certainly the root fantasy swords & sorcery story of the English language, "Beowulf", and cleverly envisions how it could have come to be written. Read Seamus Heaney's translation (best fantasy book out since "The Return of the King", IMHO) and you'll see what I mean -- what's with all the monotheistic additions to an otherwise old pagan-seeming story?

haakon1

Wednesday, 1st August, 2007, 08:39 AM

Quote:

Originally Posted by **Flexor the Mighty!**

I really love the first Conan movie. Don't care how faithful to the source material it is. Fun movie.

Indeed. Tried the sequel; didn't like it. Got the collectors edition of the movie. Love it -- significantly better movie than the theatrical release.

"Crom, I have never prayed to you before. I have no tongue for it. No one, not even you, will remember if we were good men or bad, why we fought, or why we died. All that matters is that two stood against many. That's what's important! Valor pleases you, Crom, so grant me one request: Grant me revenge! And if you do not listen, then to hell with you!"

Marshal Lucky

Wednesday, 1st August, 2007, 08:41 AM

Quote:

Originally Posted by **Col_Pladoh**

About the worst I get in this regard is quoting or playing the role of some well-known group or person--Monty Python skits, the Firesign Theater recordings (amongst my favorite comedic material!), Bela Lugosi as Dracula, Lon Chaney, Jr. as the wolfman, etc. Now and then I will attempt a particular sort of accent or mannerism in order to convey the actual nature of the NPC, or just to inject a note of levity into play.

Cheerio,
Gary

When my group played *The Village of Hommlet*, we defeated Lareth's men and took the survivors prisoner. To make sure Lareth couldn't cast any spells, one of our fighters smashed his jaw and bound his hands. This prompted one of the other players to do his dead-on Al Pacino impression for the rest of the game session (Michael Corleone got his jaw busted when he was arrested in *The Godfather*). When the party handed Lareth over to the village elders (who decided to try him and string him up), this crazy guy starts with the whole "I'm out of order, YOU'RE out of order!" shtick and right before they hanged him, he did the "I'm dyin' over here!" bit. We had to stop the game we were laughing so hard.

Marshal Lucky

Wednesday, 1st August, 2007, 08:43 AM

Quote:

Originally Posted by **haakon1**

Also:

-- It's about a party, not one individual.

-- It's beautifully filmed, in the picturesque Pacific Northwest, with some great scenes (the final fight in the rain, for instance).

-- It's based on arguably the best and almost certainly the root fantasy swords & sorcery story of the English language, "Beowulf", and cleverly envisions how it could have come to be written. Read Seamus Heaney's translation (best fantasy book out since "The Return of the King", IMHO) and you'll see what I mean -- what's with all the monotheistic additions to an otherwise old pagan-seeming story?

The problem I had with the movie is that it was such a lame ripoff of *The Seven Samurai*.

haakon1

Wednesday, 1st August, 2007, 08:44 AM

Quote:

Originally Posted by **Col_Pladoh**

:lol: :lol: :p :lol:

Mileus never did a decent motion picture in his life as far as I am concerned ;)

If not "Conan", what about "Red Dawn" or the bits of the original "Dirty Harry" that he wrote?

Editorial comment: I think "Red Dawn" is a ridiculous movie with lots of truly stupid stuff in it, but I still think it's amusing, and a good time capsule of the time it was made and what paranoias existed then. Sort of like "War Games", only written by someone who was drunk at the time. :p

Marshal Lucky

Wednesday, 1st August, 2007, 08:51 AM

Quote:

Originally Posted by **Col_Pladoh**

About the closest to an S&S film dine to date is Ladyhawk, and that was not particularly good, eh?

:lol:

Gary

Worse still, that movie is part of that most fiendish of genres:

i l s m l l m k . e ~~AAAAA~~IIIIIIEEEEEE!

Though the cinematography by Vittorio Storaro was amazing.

haakon1

Wednesday, 1st August, 2007, 08:59 AM

Quote:

Originally Posted by **Edena_of_Neith**

You set up a beautiful system, Gary. The other classes (in general) were easier to play, but the payoff was less. Playing a single classed wizard was very hard, but the payoff was enormous.

I tend to agree. Though I wouldn't go as far as you would in saying M-U's were the be-all-and-end all, I do think M-U's had a very low survival probability at lower levels in AD&D, and were more powerful than the other classes at higher levels. Fighters, on the other hand, took a strong lead and weakened over time. Clerics and thief-types were more in the middle -- overall, clerics seem the most durable characters and got decent power at high levels.

Perhaps I only say that because my highest level character was a cleric . . . ;)

Joseph Elric Smith

Wednesday, 1st August, 2007, 10:09 AM

Wow thanks for th elink
Ken

Quote:

Originally Posted by **ghul**

The link below leads you to the website of this fellow who did a Solomon Kane short film. In 4 minutes this film captures REH better than the Conan movies were able to do in 4 hours.

<http://www.kanefilms.com/SolomonKane/>

All the best,
--Jeff T.

Particle_Man

Wednesday, 1st August, 2007, 12:37 PM

Quote:

Originally Posted by **Marshal Lucky**

The problem I had with the movie is that it was such a lame ripoff of The Seven Samurai.

assuming this is not a joke, walk we through this one slowly. Aside from group of people go to protect village, and some of the group of people die, how is The Thirteenth Warrior anything like The Seven Samurai?

RFisher

Wednesday, 1st August, 2007, 01:26 PM

Quote:

*Originally Posted by **Flexor the Mighty!***

I really love the first Conan movie. Don't care how faithful to the source material it is. Fun movie.

Note that I did not say the movie was bad. In fact, I have a really hard time saying whether I liked it or not because its REH veneer created expectations for me that the film didn't deliver. If it'd been called "Gronan" or "Korgoth", I'd've had a much easier time judging it on its own merits.

Flexor the Mighty!

Wednesday, 1st August, 2007, 02:07 PM

Have you guys read the John Crichton book they based *13th Warrior* off of, *Eaters of the Dead*? Significantly more fun to read and its short under 300 pgs. Told as the diary or thoughts of the Arabian man as he deals with all this brutal and crazy viking culture.

Flexor the Mighty!

Wednesday, 1st August, 2007, 02:09 PM

Quote:

*Originally Posted by **haakon1***

Indeed. Tried the sequel; didn't like it. Got the collectors edition of the movie. Love it -- significantly better movie than the theatrical release.

"Crom, I have never prayed to you before. I have no tongue for it. No one, not even you, will remember if we were good men or bad, why we fought, or why we died. All that matters is that two stood against many. That's what's important! Valor pleases you, Crom, so grant me one request: Grant me revenge! And if you do not listen, then to hell with you!"

For me that was my first experiences with Conan. I had gotten into Fantasy gaming a year or so before that and Conan was just killer. The first time I experienced the source material was in the Dark Horse comic series that adapted the Howard tales, great comic but I quit reading a while back. I do have an old copy of Howard's Conan the Conqueror novel, but haven't found time to read it.

Col_Pladoh

Wednesday, 1st August, 2007, 03:47 PM

Quote:

*Originally Posted by **ghul***

The link below leads you to the website of this fellow who did a Solomon Kane short film. In 4 minutes this film captures REH better than the Conan movies were able to do in 4 hours.

<http://www.kanefilms.com/SolomonKane/>

*All the best,
--Jeff T.*

I saw it one on Youtube, and I concur. It is pure REH without extraneous input from someone seeking to "improve" it by forcing his own vision onto the work.

Cheers,
Gary

Col_Pladoh

Wednesday, 1st August, 2007, 03:51 PM

Quote:

*Originally Posted by **Marshal Lucky***

When my group played The Village of Hommlet, we defeated Lareth's men and took the survivors prisoner. To make sure Lareth couldn't cast any spells, one of our fighters smashed his jaw and bound his hands. This prompted one of the other players to do his dead-on Al Pacino impression for the rest of the game session (Michael Corleone got his jaw busted when he was arrested in The Godfather). When the party handed Lareth over to the village elders (who decided to try him and string him up), this crazy guy starts with the whole "I'm out of order, YOU'RE out of order!" shtick and right before they hanged him, he did the "I'm dyin' over here!" bit. We had to stop the game we were laughing so hard.

Levity in the game is great IMO. A bit of comedy reinforces the drama of past events, that to come as well.

Cheers,
Gary

Col_Pladoh

Wednesday, 1st August, 2007, 03:53 PM

Quote:

Originally Posted by **haakon1**

If not "Conan", what about "Red Dawn" or the bits of the original "Dirty Harry" that he wrote?

Editorial comment: I think "Red Dawn" is a ridiculous movie with lots of truly stupid stuff in it, but I still think it's amusing, and a good time capsule of the time it was made and what paranoias existed then. Sort of like "War Games", only written by someone who was drunk at the time. :p

Red Dawn was a grade B flick for certain, and I do not believe that a bit of script writing can be classified as credit for a good motion picture.

:)
Gary

Col_Pladoh

Wednesday, 1st August, 2007, 03:56 PM

Quote:

Originally Posted by **Marshal Lucky**

Worse still, that movie is part of that most fiendish of genres:

THE CHICK FLICK! AAAAAIIIIIEEEEEEE!

Though the cinematography by Vittorio Storaro was amazing.

:lol:

Gail was not at all fond of 300 which we (or more properly I) watched last night, and grandson Mike is watching at this very moment. It is the sort of movie all chicks should enjoy...but do not :eek:

Cheerio,
Gary

Col_Pladoh

Wednesday, 1st August, 2007, 04:01 PM

Quote:

Originally Posted by **haakon1**

I tend to agree. Though I wouldn't go as far as you would in saying M-U's were the be-all-and-end all, I do think M-U's had a very low survival probability at lower levels in AD&D, and were more powerful than the other classes at higher levels. Fighters, on the other hand, took a strong lead and weakened over time. Clerics and thief-types were more in the middle -- overall, clerics seem the most durable characters and got decent power at high levels.

Perhaps I only say that because my highest level character was a cleric . . . :)

If the group is playing cooperatively, the others protect the low-level m-u most assiduously knowing that later on he will be the one that will carry the day for them/ Thus the viability if such a character should be high when part of a thoughtful player group ;)

Cheers,
Gary

Col_Pladoh

Wednesday, 1st August, 2007, 04:03 PM

Quote:

Originally Posted by **RFisher**

Note that I did not say the movie was bad. In fact, I have a really hard time saying whether I liked it or not because its REH veneer created expectations for me that the film didn't deliver. If it'd been called "Gronan" or "Korgoth", I'd've had a much easier time judging it on its own merits.

Well I say it was stinko, as it pretended to be based on RRH's Conan, and there is was an utter failure.

As a fantasy flick it was passable as a grade B motion picture.

Cheers,
Gary

Quote:

Originally Posted by **Flexor the Mighty!**

Have you guys read the John Crichton book they based 13th Warrior off of, Eaters of the Dead? Significantly more fun to read and its short under 200 pgs. Told as the diary or thoughts of the Arabian man as he deals with all this brutal and crazy viking culture.

Sounds to be rather a PC revision of the historical achievements of the Vikings...as if all the vital cultues of the period were not brutal.

:]
Gary

Storm Raven

Wednesday, 1st August, 2007, 05:47 PM

Quote:

Originally Posted by **Col_Pladoh**

Sounds to be rather a PC revision of the historical achievements of the Vikings...as if all the vital cultues of the period were not brutal.

When I read *Eaters of the Dead* I didn't get that vibe at all - just that the narrator was taken aback by the, to his mind, unfamiliar (and in his opinion uncouth) customs and practices of the Rus he was traveling with - while blithely accepting the (to our minds) pretty nasty elements of his own. He also pretty much thinks this about just about every non-Arab he deals with.

Side note: the term "Eaters of the Dead" does *not* refer to the Rus or the Vikings in the story.

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Storm Raven

Wednesday, 1st August, 2007, 05:51 PM

Quote:

Originally Posted by **Marshal Lucky**

The problem I had with the movie is that it was such a lame ripoff of The Seven Samurai.

Interesting. I wonder which came first *The Seven Samurai* or *Beowulf*?

haakon1

Wednesday, 1st August, 2007, 08:53 PM

Quote:

Originally Posted by **Flexor the Mighty!**

For me that was my first experiences with Conan. I had gotten into Fantasy gaming a year or so before that and Conan was just killer.

Me too. Also, it seemed to introduce the D&D culture to a wider audience, which was very cool with me. I read one of the Conan books a few years later and thought "eh". It might have been a lamer one, though.

haakon1

Wednesday, 1st August, 2007, 09:00 PM

Quote:

Originally Posted by **Col Pladoh**

If the group is playing cooperatively, the others protect the low-level m-u most assiduously knowing that later on he will be the one that will carry the day for them/ Thus the viability if such a character should be high when part of a thoughtful player group :)

*Cheers,
Gary*

A kind DM also helps. I've seen the M-U taken out by area effect spells the rest of the party survived in two different campaigns I've run now. (In the second one, I allowed a second saving throw, which worked and counted. In the first, I allowed Raise Dead to be acquired in a plot-coolness way.)

Normally, I don't "nerf" anything, but for the M-U (or Wizard/Sorcerer in later editions) caught in a Fireball at 4th-5th level, a special break seems fair.

Marshal Lucky

Thursday, 2nd August, 2007, 06:32 AM

Quote:

Originally Posted by **Particle_Man**

assuming this is not a joke, walk we through this one slowly. Aside from group of people go to protect village, and some of the group of people die, how is The Thirteenth Warrior anything like The Seven Samurai?

The way the group is assembled one by one (the best scene in *13th Warrior*, by the way), the way the group has to deal with discord inside the village, one of the heroes has a fling with the local girl, the leader who seldom speaks, the way each member of the group has his own specialty...

... but the clincher has to be a final battle in slow motion, in a downpour, between a few men on foot (with all the traps they set up in the village) and the bad guys on horseback.

Quote:

Originally Posted by **Storm Raven**

Interesting. I wonder which came first The Seven Samurai or Beowulf?

13th Warrior (the movie at least) owes a lot more to Kurosawa's film than it does to *Beowulf*.

Dannyalcatraz

Thursday, 2nd August, 2007, 06:44 AM

I'd say its more 50-50.

HolyGrenadeFrenzy

Thursday, 2nd August, 2007, 08:09 AM

Hello

Hello Gary! Happy belated Birthday!

I just had to say it. I have been reading your threads for awhile now and thought I should say something before I asked any questions or anything like that.

I have been playing D&D through out its many forms since 1979 and like you rarely get to play unless it is with another dear friend of mine that switches off with me occasionally yet the duty of Dming/Gming is oft cast to myself.

While I have been given the duty of DMing, mostly since 1987, I too relish a good game from the player position and it adds life to my own DM/GM abilities like water is refreshing to the thirsty.

Now I am sure through the many threads you have written here I have missed the question I feel I must ask...Displacer Beast inspiration? = The Space Beagle, perhaps?

And off topic with Big Yellow Flags!

Thank you for your work Gary! The rhapsodic may depend on your work in the current and future generations more than you may even realize. So I thank you again

For without the use of the mind and imagination in abstract ways and symbols to represent the concrete and further abstractions the human mind can easily get lost in an information society unless you have the tools to push things aside and then draw them in, when and if needed.

RPGs do develop such skills. If then applied to other things then great and wonderful changes could and can occur.

There is no current understanding to what could develop for the human species except for some of *the-brainiacs-whom-should-not-be-named*, sadly they do not enjoy giving anyone else much credit and are a wee bit high on their thrones of intellectual superiority. :uhoh: This does apply to RPGs in IMO because it is being overlooked as an academic resource.

In short; it is a revelation that you created, a vehicle if you will, that can give others a chance to take their imaginations and creativity back from those whom would dominate it or see it wasted. I am eternally grateful and thank God for allowing you to impart the possibility of this wisdom to us. :D

Believe this I do and I am very sad about the multitude whom miss the opportunity to grow from a game and shared experience that this area of expertise provides. If used by school systems it could cause an educational revolution and open a new golden age...and I am not being over optimistic. :heh:

I have found another wonderful thing to do with RPG's and I have some work in an area that you might find interesting involving mnemonics. :)

(whispering)-I appologize if my entrance is too large. :o ..If I am not making sense please tell me. :confused: Thanks.

-HGF

Flexor the Mighty!

Thursday, 2nd August, 2007, 02:20 PM

Quote:

*Originally Posted by **Col_Pladoh***

Sounds to be rather a PC revision of the historical achievements of the Vikings...as if all the vital cultues of the period were not brutal.

:]

Its portrayed as brutal since its entirely told from the perspective of the Arab, who has never encountered anything like this and is used to the royal courts of his King. Its not a retrospective on Viking culture, just shows some of the culture shock this Arab has as he is thrust into it. They move through a couple different settlements, the first is pretty rough, especially on the wenchies. The final one where they stay with the King was not very brutal at all, unless you were used to be pampered by harems at the Caliph's court. The onion soup test they used on injured warriors there was pretty nifty.

Anyway here is some more info http://en.wikipedia.org/wiki/Eaters_of_the_Dead

RFisher

Thursday, 2nd August, 2007, 02:28 PM

Quote:

*Originally Posted by **Storm Raven***

Interesting. I wonder which came first The Seven Samurai or Beowulf?

<shrug> No human creation comes from a vacuum. "Derivative" is the most worthless criticism anyone can make of a work. It is interesting to examine influences, but it says nothing about the quality of the new work. What really matters is how the new work itself was executed, not what its influences were.

Raven Crowking

Thursday, 2nd August, 2007, 02:57 PM

Quote:

Originally Posted by **Storm Raven**

Interesting. I wonder which came first *The Seven Samurai* or *Beowulf*?

The 13th Warrior is a loose retelling of *Beowulf* at best. While an interesting movie, I found the book to be better! :D (Um...I mean the novel, *Eaters of the Dead*, upon which *The 13th Warrior* was based, which was itself based on *Beowulf*.)

Storm Raven

Thursday, 2nd August, 2007, 03:16 PM

Quote:

Originally Posted by **Marshal Lucky**

The way the group is assembled one by one (the best scene in 13th Warrior, by the way), the way the group has to deal with discord inside the village, one of the heroes has a fling with the local girl, the leader who seldom speaks, the way each member of the group has his own specialty...

... but the clincher has to be a final battle in slow motion, in a downpour, between a few men on foot (with all the traps they set up in the village) and the bad guys on horseback.

Which *13th Warrior* were you watching?

The assembly scene in *13th Warrior* is entirely unlike the assembly of the warriors in *The Seven Samurai*, the "discord in village" and "wandering gunslinger has fling with local girl" are cliches of the first order, the leader in *Beowulf* is positively chatty through much of the movie, and in the final battle there are vast differences (in point of fact the only real similarity is the small amount of slow motion) for example, there are no traps (something you felt important to highlight) in the final battle in *13th Warrior*.

Storm Raven

Thursday, 2nd August, 2007, 03:19 PM

Quote:

Originally Posted by **Raven Crowking**

The 13th Warrior is a loose retelling of Beowulf at best.

Loose yes, but much closer than one might think. The number of warriors accompanying *Beowulf*, the enmity between *Beowulf* and Hroogar's son, the flow of the battles and who dies when and various other details are all very close to the text of the original poem.

Raven Crowking

Thursday, 2nd August, 2007, 03:31 PM

Quote:

Originally Posted by **Storm Raven**

Loose yes, but much closer than one might think. The number of warriors accompanying Beowulf, the enmity between Beowulf and Hroogar's son, the flow of the battles and who dies when and various other details are all very close to the text of the original poem.

I've read several translations of *Beowulf* and have the original text in one book, in the event that I ever wanted to attempt translation myself. :lol:

When he was writing *Eaters of the Dead*, Crichton attempted to follow the story of *Beowulf* as though it was a retelling of historical fact, and did so from an outsider's viewpoint (so that he could comment on things that the principle characters would not). This required some serious retooling of the identities of various monsters from the poem (or dropping some, such as the "window-dressing" monsters near where Grendel's Mother lived). It is a good film, and an even better book, but I found it most enjoyable just after rereading *Beowulf*, so that the original was fresh in my mind.

QUESTION FOR GARY: Which writer do you prefer: R. E. Howard or E. R. Burroughs? Which influences your gaming more (if either)?

RC

Col_Pladoh

Thursday, 2nd August, 2007, 03:58 PM

Quote:

Originally Posted by **Storm Raven**

Interesting. I wonder which came first The Seven Samurai or Beowulf?

Would you believe *The Magnificent Seven*?

Oh well, I suppose not :heh:

:lol:
Gary

Col_Pladoh

Thursday, 2nd August, 2007, 04:02 PM

Quote:

Originally Posted by **haakon1**

A kind DM also helps. I've seen the M-U taken out by area effect spells the rest of the party survived in two different campaigns I've run now. (In the second one, I allowed a second saving throw, which worked and counted. In the first, I allowed Raise Dead to be acquired in a plot-coolness way.)

Normally, I don't "nerf" anything, but for the M-U (or Wizard/Sorcerer in later editions) caught in a Fireball at 4th-5th level, a special break seems fair.

In OAD&D the m0u gets a slightly better save vs such attacks, and there are a fair number of items that help protect against fire, many of which are not unreasonable for a 4th-5th level one to possess...

Cheers,
Gary

Col_Pladoh

Thursday, 2nd August, 2007, 04:12 PM

Howdy HolyGrenadeFrenzy,

Ever read "The Archer" trilogy by Cornwell? It centers around a search for the Holy Grail.

Playing does indeed improve one's GMing skills!

The displacer beast was most assuredly inspired by A. E. van Vogt's *Voyage of the Space Beagle*.

Actually, the computer gaming gurus do give me ample credit for my contribution to that game medium, and there is an article upcoming in *Wired* magazine that might broaden that context, but as I have not seen a draft of it, I can't say...it might even blast me for all I know, but I suspect otherwise :)

Cheerio,
Gary (#1 Nerd of All Time per *Sync* magazine :lol:)

Col_Pladoh

Thursday, 2nd August, 2007, 04:17 PM

Quote:

Originally Posted by **Raven Crowking**

...

QUESTION FOR GARY: Which writer do you prefer: R. E. Howard or E. R. Burroughs? Which influences your gaming more (if either)?

RC

Howard by far, as his work is never a pot boiler as so many of ERB's later novels were. However, for creative settings, monsters, and even antagonists I must give the nod to Burroughs.

By the by, who wrote *Snap, Crackle, & Tarzan*?

Cheerio,
Gary

Particle_Man

Thursday, 2nd August, 2007, 04:19 PM

Quote:

Originally Posted by **Marshal Lucky**

The way the group is assembled one by one (the best scene in *13th Warrior*, by the way).

Except that in *13th Warrior* the heroes were assembled in a manner of seconds, according to the shaman's prophecy. In *Seven Samurai*, the first two got followed by the third one, and had to seek out others one by one (there is even a visit from an "8th Samurai" that basically showed up to say "Work for free! Screw that, I'm outa here!" which has no parallel in *13th Warrior*).

The discord in the village is entirely different. In one movie, the villagers do something so dishonorable that the protecting samurai want to kill the villagers, and the "peasant samurai" gives a stirring speech in defence of them. In the other, one of the villagers has a pissing match problem with the visitors, and so the visitors simply kill him (or beat him badly, it has been a while). No stirring speech.

And it is not like slow motion is unknown in action movies. Why not say that *13th Warrior* is derivative of *The Bionic Man*?

And note the differences in the "love interest". In *Seven Samurai* it was seen as a "bad wrong" that the village girl had that fling. The father "freaked out". In *13th Warrior* I believe the only response was one of the Warriors asking "So, did you finish her or did she finish you?".

The bad guys were nothing alike in the two movies. The "fish out of water" Arab has no equivalent in *Seven Samurai*.

I would say that 13th Warrior has no more in common with *Seven Samurai* than with most "group saves the village" action movies.

I just don't see the derivation here.

Raven Crowking

Thursday, 2nd August, 2007, 04:32 PM

Another question: Have you ever read *The Thief of Llarn*? It actually contains a "role-playing game" of sorts inside it, and when I read the earlier this year, I was wondering if it had any influence.

Col_Pladoh

Thursday, 2nd August, 2007, 04:55 PM

Quote:

*Originally Posted by **Raven Crowking***

*Another question: Have you ever read *The Thief of Llarn*? It actually contains a "role-playing game" of sorts inside it, and when I read the earlier this year, I was wondering if it had any influence.*

Indeed, Gar Fox and his wife Linda became friends of mine, and IRR the *Thief of Llarn* bears his autograph. I enjoyed Gar's S&S writing, but the game mentioned in the book was not influential--the games "refereed" by my older neighbor James "Slim Jim" Rasch in which his younger brother John and I played when we were age nine were the greatest influence...unrealized for some time.

Cheers,
Gary

HolyGrenadeFrenzy

Thursday, 2nd August, 2007, 09:47 PM

Quote:

*Originally Posted by **Col_Pladoh***

Ever read "The Archer" trilogy by Cornwell? It centers around a search for the Holy Grail.

Howdy right back atcha! Not yet but I put it on order today and I will go check the used bookstores just in case. The Once and Future King by T.H. White and The PENDRAGON CYCLE trilogy by Stephan R. Lawhead are my last King Arthur reads. I have been told that The Archer's Tale by Cornwell and subsequent novels was something I might appreciate by a book store manager back in early 2000 yet I haven't picked it up yet....That will change now that the first second opinion to mention it was you. Not that I wouldn't have gotten around to it eventually but frankly I had forgotten about it until you ask me if I had ever read it.

I go through books quickly so it shouldn't take very long. Admittedly, I stop and reread books I like well immediately after I finish them however. It is a tradition I started after reading Zen and the Art of Motorcycle Maintenance by Robert M. Persig back in 1989. The reason I picked it up in the first place was not because it was so highly recommended however. It was because of the many people whom told me how great it was I had not met one that had finished it and I was curious how a book could be so highly recommended as to have never be finished by over one hundred people recommending it to me(Yeah I kept track, go figure).....So I read it in a day. Called in sick to work the next day to read it again.....

I am very glad I did both of those things. I don't feel guilty for putting a book down and not picking it back up, either. Yet on rare occasions I find something worth mentioning and rereading.

I have only kept track of books read in one year once, 1991, as a new years resolution I felt I could keep. It spurred me to read at a slightly increased rate yet was more than I expected to read and have often wished I had kept track of other years as well.

Did you like it? The book by Cornwell that is?

I will let you know what I think if you like?

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Gary Gygax Q&A: Part XIII

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Col_Pladoh

Thursday, 2nd August, 2007, 10:01 PM

Many of the RPGers are bibliophiles--more the fellowship factor ;)

I enjoyed the Cornwell Trilogy a good deal, but my favorite by that author is the Shapre's series.

Someone kust sent me anothe Bonfigleoni book to read--odd but interesting his style ans treatment of the subject matter.

Cheers,
Gary

haakon1

Thursday, 2nd August, 2007, 10:28 PM

Quote:

*Originally Posted by **Col_Pladoh***

In OAD&D the m0u gets a slightly better save vs such attacks, and there are a fair number of items that help protect against fire, many of which are not unreasonable for a 4th-5th level one to possess...

*Cheers,
Gary*

I use random determination for magic item treasure piles about 80-90% of the time. I tend to modify it a bit by rejecting items I don't like for some reason and an occassional push towards an item I want to give, but mostly I'm table-driven.

Do you recommend random determination or active DM selection to give the people what they need? I've seen DM's do both, and I tend to like the random method better as a player, so it's more what you earned rather than a hand-out.

I also do have one magic shop in my campaign in the central city (Thornward in Bissel), with a randomly determined and strictly limited inventory that changes but slowly. Pretty much like the used game collection at an FLGS. Usually, PC's end up selling "useless" gear or something they have two of, and buying potions or other low-level magic (+2 longspear for Horseshoes of Speed and some potions). The magic shop's usual terms are 80% of value selling to them, 100% of value to buy, and you have to wait several days at least for a customer if you want to sell something that's not a quick turnaround item (a Potion of CLW or Scroll of Fireball is cash on the barrelhead, since they are always in demand). This also is a good way for the PC's to get rid of "evil" items, as the Church of Rao buys them to study them and learn ways to counter them . . .

HolyGrenadeFrenzy

Thursday, 2nd August, 2007, 11:05 PM

Quote:

*Originally Posted by **Col_Pladoh***

Many of the RPGers are bibliophiles--more the fellowship factor ;)

I enjoyed the Cornwell Trilogy a good deal, but my favorite by that author is the Shapre's series.

Someone kust sent me anothe Bonfigleoni book to read--odd but interesting his style ans treatment of the subject matter.

*Cheers,
Gary*

For some odd reason that name brings the works of Umberto Eco to my mind. :] And a joke that I understand about being sent for things! :eek:
Thanks for that! :lol:

Cheers, HGF

Marshal Lucky

Thursday, 2nd August, 2007, 11:20 PM

Quote:

*Originally Posted by **Col_Pladoh***

Would you believe The Magnificent Seven?

Oh well, I suppose not :heh:

*:lol:
Gary*

That was a ripoff of *The Seven Samurai* :p

Marshal Lucky

Friday, 3rd August, 2007, 12:05 AM

Quote:

Originally Posted by **Storm Raven**

Which 13th Warrior were you watching?

The assembly scene in 13th Warrior is entirely unlike the assembly of the warriors in The Seven Samurai, the "discord in village" and "wandering gunslinger has fling with local girl" are cliches of the first order, the leader in Beowulf is positively chatty through much of the movie, and in the final battle there are vast differences (in point of fact the only real similarity is the small amount of slow motion) for example, there are no traps (something you felt important to highlight) in the final battle in 13th Warrior.

The whole village in *13th Warrior* was a trap with sharpened stakes and timbers arrayed to keep the horsemen at bay. Just like the village in a famous Kurosawa film I could name.

HolyGrenadeFrenzy

Friday, 3rd August, 2007, 01:16 AM

Does anyone else know the name was originally *The Eaters of the Dead*?

The settled on *The 13th Warrior* after filming because of the thoughts about attraction. A Canada set area for filming.

Particle_Man

Friday, 3rd August, 2007, 03:24 AM

Quote:

Originally Posted by **Marshal Lucky**

The whole village in 13th Warrior was a trap with sharpened stakes and timbers arrayed to keep the horsemen at bay. Just like the village in a famous Kurosawa film I could name.

That sounds a lot less like a movie-ripoff thing and a lot more like a real-life how to protect a village vs. calvary invaders thing.

Do you have any evidence (aside from perceived similarities that no one else on this thread has yet agreed with as being enough evidence to be convincing) that *13th Warrior's* director was inspired by *Seven Samurai*? It's not like the director would have a reason to hide it, as he could just say it was a homage. Was there an interview given? Or has any film critic made in print or on TV this connection that you are making?

Storm Raven

Friday, 3rd August, 2007, 05:06 AM

Quote:

Originally Posted by **Marshal Lucky**

The whole village in 13th Warrior was a trap with sharpened stakes and timbers arrayed to keep the horsemen at bay. Just like the village in a famous Kurosawa film I could name.

And yet the warriors in *The 13th Warrior* fought the final battle in the ring of sharpened stakes. Given that, I'm not seeing how this supports your "it's just like *The Seven Samurai*" argument.

Tewligan

Friday, 3rd August, 2007, 05:38 AM

Hello again, Gary. Over the weekend, I was happy to find a copy of "Saga of Old City" at the used book store. I remembered really enjoying it when I got it for Christmas 20+ years ago, and it was a nostalgic good time this past week re-reading it on the bus to work. Now I need to hunt down "Artifact of Evil" again. I mean the book, not the actual artifact...

Anyway, you suggested in the afterword that the cataboligne demon would be statted out in some future AD&D book. As far as I know, that never happened officially, but did you ever have any set stats for the big blue bastard? If so, and if you can remember/have the notes handy, any chance of giving us an idea of what he was like?

Also, you mentioned that the druid Curley Greenleaf was one of your game characters. So, what was his final game fate? Did he go on to riches and glory? Retire to a nice grove of his own? Die while challenging extra-planar nasties? Or just get tucked away into the Great Character Folder In the Sky? And were Chert, Gellor, and company also PC's played by yourself or anyone else?

Oh, and has been said several times before, thanks for taking the time to answer the endless questions in this thread!

Marshal Lucky

Friday, 3rd August, 2007, 07:49 AM

Quote:

Originally Posted by **Particle_Man**

That sounds a lot less like a movie-ripoff thing and a lot more like a real-life how to protect a village vs. calvary invaders thing.

Do you have any evidence (aside from perceived similarities that no one else on this thread has yet agreed with as being enough evidence to be convincing) that 13th Warrior's director was inspired by Seven Samurai? It's not like the director would have a reason to hide it, as he could just say it was a homage. Was there an interview given? Or has any film critic made in print or on TV this connection that you are making?

Type the words "13th Warrior" and "Seven Samurai" into the Google search bar and look at the results.

Particle_Man

Friday, 3rd August, 2007, 01:58 PM

Quote:

*Originally Posted by **Marshal Lucky***

Type the words "13th Warrior" and "Seven Samurai" into the Google search bar and look at the results.

Now that is interesting. I still haven't found any of them saying why one is inspired by the other, but at least now I know you are not alone.

But even if the one movie was inspired by the latter, which frankly I am not convinced of yet, "inspired by" is not the same as "lame rip-off" of. The two movies are quite different. For the list of "similarities" you give (many of which have been challenged in this thread) there are equivalent lists of "differences":

- *Seven Samurai* has no foreigner learning about a strange culture (and the members of that culture learning about the foreigner - which ranges from their initial derision of the "toy sword" that the Bandaras character has made, to the warriors' leader appreciation of the ability to "draw" a story to remember the tales of a hero, for example), which is a major point of *13th Warrior*.

- The former movie has no equivalent to the "bandit's mother" or "bandit's permanent lair", and no slow-acting poisons (leading to a rather inspiring speech at the end).

- There is no "are they are aren't they?" question about the supernatural nature of their bandit foes in the former movie, like there is in the latter. The bandits in the former movie have no religious or cannibalistic overtones.

- As stated above, the reaction of the "love interest" by the rest of the villagers was *very* different in the two movies. And *Seven Samurai* did not invent the idea of strangers having romantic encounters.

- The gathering of the warriors is very different in the two films, with one taking seconds and the other one going through a long process of finding people (and getting rejected by at least one).

- Dealing with discord in the village (directed at the protectors) is done very differently in the two films. One's solution is through talking, and the other through violence.

This leaves us with the "leader that seldom speaks", "each member of the group having a speciality", "defending the village with stakes and such" and "the slow motion battle in the rain of few on foot vs. many mounted".

The first one is a common trope: "stoic warrior". That is older than *Seven Samurai* and I see no reason to think the influence came from just that one movie. The second is a necessity of making any movie about a group of otherwise similar people, so that the audience can keep track of who is who. That would have been in *13th Warrior* whether or not *Seven Samurai* was ever made, because it has to. The third is just a common sense realization of how to defend a village vs. attackers. Castles have moats, villages have palisades. That idea is far older than movies are, and there is no reason to expect that one movie only got that idea from the other.

The last one is possibly convincing, since you have a lot of separate events coming together. "Rain", "On foot vs. Mounted" and "Slow Motion". So I could imagine that "this one scene" was inspired by a scene in another movie, but that is about it. And many movies do that. A kinder word than "rip off" would be "homage". And, on the other hand, I could also believe in parallel thinking.

I liked both movies, but don't see the case you are making as convincing.

RFisher

Friday, 3rd August, 2007, 03:30 PM

Quote:

*Originally Posted by **Particle_Man***

"inspired by" is not the same as "lame rip-off" of.

Yeah! Just like that really smart guy said up-thread.

(^_^)

Col_Pladoh

Friday, 3rd August, 2007, 05:16 PM

Hi Haakon1,

As a general rule I select the magic items to be discovered in a set encounter, use random table determination for all treasure in a random encounter.

On occasion I will have a real magic item for sale, or available as a gift if a PC or PCs do the prescribed things correctly. ANY item that can be purchased is of very minimal magic--mostly some minor healing or a +1 arrow for example.

Dealers in "magic" in my campaign settings are generally swindlers, and that makes it doubly hard for players when they come across an NPC that is offering something not a fake.

Cheers,
Gary

Col_Pladoh

Friday, 3rd August, 2007, 05:18 PM

Howdy HGF,

Bonfiglioni is a lot easier to read than Eco, and there is a good deal more excitement in his yarns ;)

Cheerio,

Gary

Col_Pladoh

Friday, 3rd August, 2007, 05:20 PM

Quote:

*Originally Posted by **Marshal Lucky***

That was a ripoff of The Seven Samurai :p

Agreed, although I found the original Japanese film more entertaining than the American adaptation.

Cheers,

Gary

Col_Pladoh

Friday, 3rd August, 2007, 05:32 PM

G'Day Tewligan,

Troll Lord Games is publishing the entire seven books in the Gord series in hardback editions, beginning with *Saga of Old City* being released at GenCon. As I have yet to see and polish the ms. for *Artifact of Evil*, I can not say when the Trolls will have it available.

IIRR, there were indeed full stats for the cataboligne demon but I surely can not recall the details after all these years...and so many new and different critters devised since that one.

Curley Greenleaf went the way of many aPC...his CRS was misplaced or lost, so he is in limbo, has been for over 20 years now. Chert, Gellor, and company were creations of mine for purposes of story telling. The elf, Melf, was a PC played by my son Luke...who resented my duping him for the scene with Keek, that I played out.

I do enjoy the opportunity to relate virtually with so many fellow gamers here, so thank you for being a part of the fun :D

Cheers,

Gary

Col_Pladoh

Friday, 3rd August, 2007, 05:35 PM

Speaking of really smart guys...

Solomon said "There is nothing new under the sun." That was maybe three millenia back too :lol:

Cheerio,

Gary

haakon1

Friday, 3rd August, 2007, 09:27 PM

Quote:

*Originally Posted by **Storm Raven***

I'm not seeing how this supports your "it's just like The Seven Samurai" argument.

It's hard to see that which does not exist.

haakon1

Friday, 3rd August, 2007, 09:40 PM

Quote:

*Originally Posted by **Particle_Man***

This leaves us with the "leader that seldom speaks", "each member of the group having a speciality", "defending the village with stakes and such" and "the slow motion battle in the rain of few on foot vs. many mounted".

The first one is a common trope: "stoic warrior". That is older than Seven Samurai and I see no reason to think the influence came from just that one movie. The second is a necessity of making any movie about a group of otherwise similar people, so that the audience can keep track of who is who. That would have been in 13th Warrior whether or not Seven Samurai was ever made, because it has to. The third is just a common sense realization of how to defend a village vs. attackers. Castles have moats, villages have palisades. That idea is far older than movies are, and there is no reason to expect that one movie only got that idea from the other.

The last one is possibly convincing, since you have a lot of separate events coming together. "Rain", "On foot vs. Mounted" and "Slow Motion". So I could imagine that "this one scene" was inspired by a scene in another movie, but that is about it. And many movies do that. A kinder word than "rip off" would be "homage". And, on the other hand, I could also believe in parallel thinking.

Of course, what this REALLY proves is that "13th Warrior" is a total rip-off of "Conan: The Barbarian".

-- At the beginning of Conan, a VILLAGE is attacked IN THE SNOW (OK, the snow is on the ground, not in the air, but it's still very similar to rain in its chemical properties and thematic idea of "there is weather and we're outdoors") by HORSEMEN who fight FOOTMEN with SWORDS!

-- Near the end of Conan, HORSEMEN again attack FOOTMEN. And this time, the FOOTMEN have used spiked wooden STAKES to contain the horsemen. (The difference between the punji-stake-like barriers in Conan and the sharpened logs in 13th Warrior is just to prevent the lawsuits for total plagiarism.)

-- Conan is strong and doesn't talk much. Beowulf is strong and talks a fair amount, but not so much in the scene where's been poisoned and is nearly dead. When they do talk, both mention religious themes.

-- Conan is to become "king by his own hand". Beowulf is of royal blood.

-- Both Conan and the Vikings have Germanic-type accents.

So I wouldn't worry about the parallels between 13th Warrior and the Seven Samurai. The Seven Samurai is a total take-off of Lord of the Rings anyhow -- swords, horses, a group of people, it's all there. :lol:

haakon1

Friday, 3rd August, 2007, 09:45 PM

Quote:

*Originally Posted by **Col_Pladoh***

Hi Haakon1,

As a general rule I select the magic items to be discovered in a set encounter, use random table determination for all treasure in a random encounter.

On occasion I will have a real magic item for sale, or available as a gift if a PC or PCs do the prescribed things correctly. ANY item that can be purchased is of very minimal magic--mostly some minor healing or a +1 arrow for example.

Dealers in "magic" in my campaign settings are generally swindlers, and that makes it doubly hard for players when they come across an NPC that is offering something not a fake.

*Cheers,
Gary*

Gotcha. So, do you usually have the PC's as transients, or do you give them a home base?

Because my PC's have a hometown, I let them have some non-transient, non-shifty contacts. They deal with the same "old guy in a cloak who gives you missions" a lot, in this case an advisor to the ruler of the city.

I like the idea of a home base because it allows me to work on the same NPC's and give the campaign some continuity, plus it seems to me that a Shire to protect and defend makes derry-do adventuring to get rid of the baddies seem more "important". There's difference between saving "the world" when the world is a vague concept, and saving the world when you know and are friends with people outside the party.

Marshal Lucky

Friday, 3rd August, 2007, 11:57 PM

Funny you should mention *Conan The Barbarian*, since John Milius was huge devotee of Akira Kurosawa (he's the one who introduced George Lucas to Kurosawa's films like *The Hidden Fortress*, which was a direct influence on *Star Wars*) and said that the final battle from Conan was a nod to *The Seven Samurai*, one of Milius' favorite movies.

Quote:

*Originally Posted by Col_Pladoh**Agreed, although I found the original Japanese film more entertaining than the American adaptation.**Cheers,
Gary*

I always wondered what possessed them to cast Yul Brynner as a cowboy. :confused:

Quote:

*Originally Posted by Col_Pladoh**:lol:**Gail was not at all fond of 300 which we (or more properly I) watched last night, and grandson Mike is watching at this very moment. It is the sort of movie all chicks should enjoy...but do not :eek:**Cheerio,
Gary*

I haven't seen it, but my SO and the other women I know weren't interested. However, the gay guys at work went nuts over *300*. They still talk about it all the time. It's like *Showgirls* or *Baywatch* for them.

Tewligan

Saturday, 4th August, 2007, 02:01 AM

Quote:

*Originally Posted by Col_Pladoh**Troll Lord Games is publishing the entire seven books in the Gord series in hardback editions, beginning with *Saga of Old City* being released at GenCon. As I have yet to see and polish the ms. for *Artifact of Evil*, I can not say when the Trolls will have it available.*

Oh, really?! I had no idea they were being republished - I'll have to grab those! When you say you haven't gotten the manuscript for polishing, does that mean that some parts are actually going to be rewritten? I didn't know that there were so many Gord books - I only read the first two, although I did see that the bookstore had a used copy of the third when I picked up SoOC. I didn't get it because I knew I'd be tempted to read it before I found and reread the second. Time for an eBay search, I guess...

Upon reading your first paragraph, I was going to ask if these editions would have any nifty character/monster/magic writeups included in an appendix, but I'm guessing maybe that won't be the case since you didn't mention it when you answered the cataboligne question. Alas. Of course, I suppose Gord can be cobbled together from your original afterword, and some of Catty's powers are easily gleaned from the story. I guess it's too much to hope that the original Clyde Caldwell art is going to be included, hm?

HolyGrenadeFrenzy

Saturday, 4th August, 2007, 05:22 AM

Quote:

*Originally Posted by Col_Pladoh**Howdy HGF,**Bonfiglioni is a lot easier to read than Eco, and there is a good deal more excitement in his yarns ;)**Cheerio,**Gary*

I love your sense of humor Col_Pladoh! I might not always catch on yet I have been warned by a friend of mine long ago what to watch for with you. :)

Anyway, if you see "Dragon Lady" (JEB) anytime soon say hi for me! :lol: You are closer now than I.

Talath

Saturday, 4th August, 2007, 05:44 AM

Hey Gary;

I dunno if you have been posed this question or not, but what kinds of wines do you enjoy? Do you prefer certain varietals, or certain AOC wines? Red and white is just too simplistic to divide such a wide field.

Myself, I am partial to chardonnay, riesling, and gewurztraminer wines as for my whites, and pinot noir, syrah, merlot, and cabernet franc for my reds. I do also enjoy the american Meritage wines, as well as the Bordeaux blends. I did have a nice Loius Jadot 2005 Beaujolais with some steak tartar and coq au vin recently; a very delicious meal indeed, and a good wine.

I had to turn down a free bottle of meritage due to the rules of compliance in my dorm. Bah, heathens. Let the others savages drink themselves to death with poor quality beer and tasteless spirits: let those who would want it, have their wine.

(Not to say people who prefer beer or spirits are savages, but rather I refer to the crowd who choose to blare music and intoxicate themselves beyond common sense every night at the local bar, rather then pay attention to their academics.)

Particle_Man

Saturday, 4th August, 2007, 03:54 PM

Quote:

*Originally Posted by **Marshal Lucky***

Funny you should mention Conan The Barbarian, since John Milius was huge devotee of Akira Kurosawa (he's the one who introduced George Lucas to Kurosawa's films like The Hidden Fortress, which was a direct influence on Star Wars) and said that the final battle from Conan was a nod to The Seven Samurai, one of Milius' favorite movies.

Cool. Now is there any interview where, similar to John Milius's comments about *Conan the Barbarian*, people involved with the making of *13th Warrior* said that the movie was inspired by *Seven Samurai*?

Col_Pladoh

Saturday, 4th August, 2007, 04:45 PM

Quote:

*Originally Posted by **haakon1***

Gotcha. So, do you usually have the PC's as transients, or do you give them a home base?

Because my PC's have a hometown, I let them have some non-transient, non-shifty contacts. They deal with the same "old guy in a cloak who gives you missions" a lot, in this case an advisor to the ruler of the city.

I like the idea of a home base because it allows me to work on the same NPC's and give the campaign some continuity, plus it seems to me that a Shire to protect and defend makes derry-do adventuring to get rid of the baddies seem more "important". There's difference between saving "the world" when the world is a vague concept, and saving the world when you know and are friends with people outside the party.

By preference most of the players in my various groups over the years have been basically transient--even the initial large group of characters playing out of the City of Greyhawk. The lot were prone to wander far and wide, and any home base they established was typically an isloated stronghold constructed after many years of game time.

As for plots, never have I had the group concerned with saving the world, although sometimes that have been involved in adventures that have impacted a state or region. Mostly they decide for themselves what their motivation is and how far they will go to fulfill their ambitions.

Whenever I have encouraged political activity, it has been generally rejected in favor of action and adventure. The group play-testing the LA game back c.1997-99 bought a building in a town but soon left there to investigate a demon-haunted ruin. When they completed that partucular adventure--a module that will likley be published next year--they decided to leave the area and go adventuring elsewhere. (They didn't much care about real property of money...

Cheers,
Gary

Col_Pladoh

Saturday, 4th August, 2007, 04:50 PM

Quote:

*Originally Posted by **Marshal Lucky***

...

I haven't seen it, but my SO and the other women I know weren't interested. However, the gay guys at work went nuts over 300. They still talk about it all the time. It's like Showgirls or Baywatch for them.

Surely becasue Xerxes was depicted as being light in his loafers...and all the Spartans were really buff. Otherwise the film was mainly blood and thunder. If you saw *Sin City* and liked it you will likley love *300* ;)

Cheers,
Gary

Quote:

*Originally Posted by **Tewligan***

Oh, really?! I had no idea they were being republished - I'll have to grab those! When you say you haven't gotten the manuscript for polishing, does that mean that some parts are actually going to be rewritten? I didn't know that there were so many Gord books - I only read the first two, although I did see that the bookstore had a used copy of the third when I picked up SoOC. I didn't get it because I knew I'd be tempted to read it before I found and reread the second. Time for an eBay search, I guess...

Not only are the Trolls doing the seven Gord the Rogue books but Piazio is reprinting the three Magister Setne Inhetep fantasy mysteries, releasing the *Anubis Murders* in trade paperback format at GenCon. I will be at their booth autographing for an hour or two during the con.

As for changes in the initial Gord novel, they are mainly stylistic--a polish as I noted. No major revision has been done.

The Gord books are

SAGA OF OLD CITY
ARTIFACT OF EVIL
CITY OF HAWKS
NIGHT ARRANT
SEA OF DEATH
DANCE OF DEMONS
COME ENDLESS DARKNESS

Quote:

Upon reading your first paragraph, I was going to ask if these editions would have any nifty character/monster/magic writeups included in an appendix, but I'm guessing maybe that won't be the case since you didn't mention it when you answered the cataboligne question. Alas. Of course, I suppose Gord can be cobbled together from your original afterword, and some of Catty's powers are easily gleaned from the story. I guess it's too much to hope that the original Clyde Caldwell art is going to be included, hm?

No additional material pertaining to the AD&D game will ever be added.

The cover artwork is not our (Trigee's) property, so it will not be reprinted.

Cheerio,
Gary

Piratecat

Saturday, 4th August, 2007, 05:00 PM

It kills me to know that I can't find my original Gord books. Glad they're being reprinted!

Col_Pladoh

Saturday, 4th August, 2007, 05:18 PM

Quote:

*Originally Posted by **Talath***

Hey Gary;

I dunno if you have been posed this question or not, but what kinds of wines do you enjoy? Do you prefer certain varietals, or certain AOC wines? Red and white is just too simplistic to divide such a wide field.

Myself, I am partial to chardonnay, riesling, and gewurztraminer wines as for my whites, and pinot noir, syrah, merlot, and cabernet franc for my reds. I do also enjoy the american Meritage wines, as well as the Bordeaux blends. I did have a nice Loius Jadot 2005 Beaujolais with some steak tartar and coq au vin recently; a very delicious meal indeed, and a good wine.

I had to turn down a free bottle of meritage due to the rules of compliance in my dorm. Bah, heathens. Let the others savages drink themselves to death with poor quality beer and tasteless spirits: let those who would want it, have their wine.

(Not to say people who prefer beer or spirits are savages, but rather I refer to the crowd who choose to blare music and intoxicate themselves beyond common sense every night at the local bar, rather than pay attention to their academics.)

:lol:

I actually enjoy all manner of potables including ale, beer, porter, stout, hard cider and mead--not to mention stronger alcoholis brews such as all the whiskies and rums, Armagnac and Cignac. I simply enjoy them in moderation.

As for wine, I must confess to preferring dry French winrs of the Bordeaux and Burgundy regions--mainly the Grand Cru and Premier Grand Cru Classe ones. Reds in preference to whites, although I do love a Mersault and a bottle of Chateau d'Yquem (for desert). My favorite Champaign remains Cristal, with Rodidier Diamant Blu a close second. A good Piper' of Verve' are as appealing to me as a vintage Dom'. Also a nice sherry or port is great after dinner.

I will on occasion have a before dinner cocktail, usually a martini (Bombay Sapphire) or a manhattan at home, a friend's, or in a restaurant, but usually I have a gin & tonic, fine ale/beer, glass of wine, or straight whiskey (with a few drops of water in it to "open" it) when I am finished with the day's work.

The days when I enjoyed frequenting a saloon ended when the greatest dive on earth, Jane's Bar here in Lake Geneva, was closed.

Now damn! That sounds as if I belong to the Society of Lushington, but 'tain't so.

:D
Gary

Col_Pladoh

Saturday, 4th August, 2007, 05:24 PM

Quote:

*Originally Posted by **Piratecat***

It kills me to know that I can't find my original Gord books. Glad they're being reprinted!

Hi Piratecat,

Just don't hold your breath. the trolls have way too many projects on their publishing plate to manage the Gord hardbacks in expeditious manner.

Anyway, right now I am very vexed at them because it is unlikely that they will have my 3-5 player card/boardgame of the 100 Years War, *King of England - King of France* published for release at GenCon as promised :]

Cheerio,
Gary

Hypersmurf

Saturday, 4th August, 2007, 09:39 PM

Quote:

*Originally Posted by **Piratecat***

It kills me to know that I can't find my original Gord books.

I've been carrying my copy of Saga of Old City with me for the last few months... :)

-Hyp.

Tewligan

Saturday, 4th August, 2007, 10:48 PM

Quote:

*Originally Posted by **Hypersmurf***

I've been carrying my copy of Saga of Old City with me for the last few months... :)

-Hyp.

Heh - mine's been in my messenger bag since I bought it. Just finished it this morning, in fact!

Oh, and I checked Powell's website, and it turns out they DO have "Artifact of Evil" in stock at one of their warehouses. They're having it sent to the store, and it should be in my hands in a couple of days!

Tewligan

Saturday, 4th August, 2007, 10:52 PM

Quote:

*Originally Posted by **Piratecat***

It kills me to know that I can't find my original Gord books. Glad they're being reprinted!

Hey PC, if you go to www.powells.com, they have another copy of Saga of Old City in stock, and they ship. Hm, although you probably want to just get the nice hardback copy when it comes out soon, I guess.

I'll recommend Powell's website to everyone, actually. Like I've said, they have a LOT of new and used books, and it's easy to search for stuff on their site. Check it out!

Col_Pladoh

Sunday, 5th August, 2007, 04:14 PM

Quote:

*Originally Posted by **Tewligan***

Hey PC, if you go to www.powells.com, they have another copy of Saga of Old City in stock, and they ship. Hm, although you probably want to just get the nice hardback copy when it comes out soon, I guess.

I'll recommend Powell's website to everyone, actually. Like I've said, they have a LOT of new and used books, and it's easy to search for stuff on their site. Check it out!

Indeed,

I have added it to my Favorites list after doing a few trial searches. They have mostly reprints, though. The place where I find more old books is www.bookfinder.com

Cheers,
Gary

The Merciful

Sunday, 5th August, 2007, 06:38 PM

Belated happy birthdays Gary! (I had my own yesterday.)

I recently found some of my old Finnish RPG magazines, and translated Fighting Fantasy books I thought I had lost while moving to my current apartment. My interest in RPGs started in late 80's with the solo adventure FF books, which were a bit of a craze on the schoolyard at the time. That led to interest in real RPGs, like D&D and RuneQuest, both of which had recently been translated into Finnish. I recall one of the magazines (an issue I have lost) telling about how the Finnish language D&D game to be.

There were three companies in negotiations with TSR over D&D and AD&D. One was WSOY, one of the biggest, if not the biggest, and oldest publishing houses in Finland at the time as well today. The one who got the license was called Protocol Productions, a company related to a local games hobby shop. I don't know who the third party was. As I remember the reason why Protocol Productions got the license was they were considered to show better understanding of RPG markets by wanting to start with publishing Metzen version D&D Basic set (followed by Expert etc. sets) and later publishing AD&D, while WSOY wanted to start right off with AD&D.

So in 1988 Finland got the red box. We got all the way to the black Master set box, but AD&D never came out. All we saw was an add for AD&D 2nd edition and text "coming in Finnish" at the back of the magazine published by Protocol Productions. That was about the last time anyone heard of Protocol Productions I think - I don't know if the sales weren't big enough to keep a specialist publisher afloat or if there was some other reason the company vanished. The magazine was called Sininen Lohikäärme (Blue Dragon), by the way, and there were only 3 or 4 issues.

This made me think about:

1) What sort of policy TSR had with translated versions of D&D and AD&D while you were there? Did D&D or AD&D get preference? What did you look for in the foreign publisher? Any regrets?

2) What place, if any, solo adventures had in TSR's strategy? As support for (A)D&D or a products line in their own right? I have one solo module for Basic set D&D and one for Expert set, and recall ever seeing only one more solo module.

ps. I didn't say this first time I posted in this thread, so I say it in the second: thanks for being there creating the hobby. Cheers! :)

Col_Pladoh

Sunday, 5th August, 2007, 09:19 PM

Quote:

*Originally Posted by **The Merciful***

...

...

1) What sort of policy TSR had with translated versions of D&D and AD&D while you were there? Did D&D or AD&D get preference? What did you look for in the foreign publisher? Any regrets?

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ps. I didn't say this first time I posted in this thread, so I say it in the second: thanks for being there creating the hobby. Cheers! :)

And a happy belated birthday to you :D

1) I was not responsible for licensing any of the TSR products to overseas publishers. I did have input if there were any questions though. Generally speaking if two or more were being considered, the company that was ready to invest the most into rapid production and was planning on extensive advertising and promotion got the nod. As I left TSR at the end of 1985 I can not speak to any of the long-term licensing results, although we did not do too well in Germany.

2) Although I was very much in favor of solo adventure modules, stressing those that could be played thus and then run as a group adventure, they were not particularly popular, so they were dropped in favor of the standard version.

I do enjoy the virtual conversation here!

Cheerio,
Gary

Beckett

Sunday, 5th August, 2007, 10:36 PM

Quote:

*Originally Posted by **Col_Pladoh***

Anyway, right now I am very vexed at them because it is unlikely that they will have my 3-5 player card/boardgame of the 100 Years War, King of England - King of France published for release at GenCon as promised :]

Cheerio,
Gary

Drat. I had hoped I'd be able to see that.

Col_Pladoh

Sunday, 5th August, 2007, 11:15 PM

Quote:

*Originally Posted by **Beckett***

Drat. I had hoped I'd be able to see that.

:(

What can I say?

:\
Gary

Particle_Man

Monday, 6th August, 2007, 01:30 AM

As a fan of the trolls, I have learned to cultivate the virtue of patience. There will be other Gen Cons.

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Gary Gygax Q&A: Part XIII

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MerricB

Monday, 6th August, 2007, 05:13 AM

G'day, Gary!

I've just had a good weekend - played two new excellent board games: Dirk Henn's Shogun, and Glenn Drover's Age of Empires III. The latter is really interesting - it's actually very much an Eurogame, and an excellent one at that. :)

And I also got to DM my very first session of oD&D! The loss of a couple of players from my regular Friday campaign for the next 12 weeks indicated that I should put it on hold until they returned, so I turned to oD&D to fill the void. Actually running the game showed me that the essential experience of D&D: exploring the depths of the underworld - hasn't changed all that much (well, not the way I run it, I guess), even though the rules are now quite different.

I do have one question: How on earth did 1st level PCs survive? As most beginning characters would die in one hit, I can only assume that they made great use of ranged combat and spells to survive the first level... although superior armour would help. (Poor Sarah began with only 30 gp after rolling a 3 on 3d6 for her starting funds!)

Cheers!

Beckett

Monday, 6th August, 2007, 09:26 AM

Quote:

Originally Posted by Col_Pladoh

:({

What can I say?

:|

Gary

Oh, I'm sure you're at least as disappointed as I am- no blame to you. I'll see it when it comes out.

Hypersmurf

Monday, 6th August, 2007, 10:47 AM

Quote:

Originally Posted by Col_Pladoh

:({

What can I say?

:|

Do you have a prototype you can carry around and taunt people with? :)

-Hyp.

Col_Pladoh

Monday, 6th August, 2007, 04:28 PM

Quote:

*Originally Posted by Particle_Man**As a fan of the trolls, I have learned to cultivate the virtue of patience. There will be other Gen Cons.*

Tell me about it...

I have had mss. in their hands for years :mad:

Cheerio,
Gary

Col_Pladoh

Monday, 6th August, 2007, 04:39 PM

Quote:

Originally Posted by **MerricB**

G'day, Gary!

I've just had a good weekend - played two new excellent board games: Dirk Henn's Shogun, and Glenn Drover's Age of Empires III. The latter is really interesting - it's actually very much an Eurogame, and an excellent one at that. :)

And I also got to DM my very first session of oD&D! The loss of a couple of players from my regular Friday campaign for the next 12 weeks indicated that I should put it on hold until they returned, so I turned to oD&D to fill the void. Actually running the game showed me that the essential experience of D&D: exploring the depths of the underworld - hasn't changed all that much (well, not the way I run it, I guess), even though the rules are now quite different.

I do have one question: How on earth did 1st level PCs survive? As most beginning characters would die in one hit, I can only assume that they made great use of ranged combat and spells to survive the first level... although superior armour would help. (Poor Sarah began with only 30 gp after rolling a 3 on 3d6 for her starting funds!)

Cheers!

I have played *Shogun*, and it was okay...if a bit willy-nilly in tactics and strategy, likely proper considering the setting. Have not seen the *Age of Empires III* game, although we did play the Civilization card game last week, and it was enjoyable.

In OD&D the 1st level PCs did do several things to help extend their chnaces--hire men-at-arms, use missile weapons (including flaming lamp oil, that is kerosene), and run away when things appeared to be too dangerous to stay and fight.

Cheerio,
Gary

Col_Pladoh

Monday, 6th August, 2007, 04:46 PM

The Trolls have made some progress and hope to have the game as their major release for the NY Toy Fair...next year :mad:

Cheers,
Gary

KRBourgoine

Monday, 6th August, 2007, 08:55 PM

Quote:

Originally Posted by **Col_Pladoh**

Hi Piratecat,

Just don't hold your breath. the trolls have way too many projects on their publishing plate to manage the Gord hardbacks in expeditious manner.

Anyway, right now I am very vexed at them because it is unlikely that they will have my 3-5 player card/boardgame of the 100 Years War, King of England - King of France published for release at GenCon as promised :]

*Cheerio,
Gary*

I, sir, join you in your vexed state. :mad:

haakon1

Monday, 6th August, 2007, 10:17 PM

Quote:

Originally Posted by **Col_Pladoh**

By preference most of the players in my various groups over the years have been basically transient--even the initial large group of characters playing out of the City of Greyhawk. The lot were prone top wander far and wide, and any home base they established was typically an islokated stronghold constructed after many years of game time.

Built from scratch generally, or captured? My PC's might settle down in the Keep on the Borderlands . . .

Mostly, the PC's in my campaigns retreat to the safety of the nearby city or the Keep for training and recovery downtime between adventures, and to sell off loot and share info with their NPC allies.

Quote:

Originally Posted by **Col_Pladoh**

As for plots, never have I had the group concerned with saving the world, although sometimes that have been involved in adventures that have impacted a state or region. Mostly they decide for themselves what their motivation is and how far they will go to fulfill their ambitions.

I exaggerated with "saving the world". The missions my three campaigns are on right now:

1) High-level group (9th). Long range journey back home across the wilderness. Strategically, it's meant as a distraction for the forces of luz that they think are magically tracking them. In the short-run, they're helping an isolated monestary fortress beat back an undead incursion, then it's off to explore Black Moor town, looking for a gate.

- 2) Mid-level group (5-7th). Short side adventure to find why a baron isn't sending his forces that are needed for the war effort.
- 3) Low-level group (2nd). Exploring a dungeon looking for a magical device useful for the war, and doing SAR for missing adventurers.

Quote:

Originally Posted by **Col_Pladoh**

Whenever I have encouraged political activity, it has been generally rejected in favor of action and adventure. The group play-testing the LA game back c.1997-99 bought a building in a town but soon left there to investigate a demon-haunted ruin. When they completed that particular adventure--a module that will likely be published next year--they decided to leave the area and go adventuring elsewhere. (They didn't much care about real property of money...

That's generally been my experience too, except that my folks tend to steer back "home" again at the end of adventures.

Col_Pladoh

Monday, 6th August, 2007, 11:19 PM

I am working on something that could well lessen our mutual vexation, KB.

At the end of an epic series the groups I DMed were generally so distant from their place of origination that they called wherever they happened to be "home."

:lol:
Gary

Mark

Tuesday, 7th August, 2007, 02:17 AM

Quote:

Originally Posted by **Col_Pladoh**

I am working on something that could well lessen our mutual vexation, KB.

At the end of an epic series the groups I DMed were generally so distant from their place of origination that they called wherever they happened to be "home."

:lol:
Gary

PC was a rolling stone?

RFisher

Tuesday, 7th August, 2007, 01:40 PM

Quote:

Originally Posted by **Col_Pladoh**

Speaking of really smart guys...

Solomon said "There is nothing new under the sun." That was maybe three millenia back too :lol:

Touché!

Indeed, that very phrase is often on my lips. If I *do* ever say anything smart, I am certainly only aping one such as he.

Quote:

Originally Posted by **haakon1**

It's hard to see that which does not exist.

Not for us! We're gamers!

Col_Pladoh

Tuesday, 7th August, 2007, 04:39 PM

Quote:

Originally Posted by **Mark**

PC was a rolling stone?

In this case Avatars were a foot-loose band. They might have been called wild geese... :lol: As a group their Renown was really very high.

Cheerio,

Gary

Col_Pladoh

Tuesday, 7th August, 2007, 04:42 PM

Maybe the better term is imagine or visualize, eh?

OTOH, scientists manage to "see" many a theoretical thing. some of which prove to be imaginary in time :lol:

Cheers,
Gary

MerricB

Wednesday, 8th August, 2007, 12:30 AM

Quote:

*Originally Posted by **Col_Pladoh***

I have played Shogun, and it was okay...if a bit willy-nilly in tactics and strategy, likely proper considering the setting.

Indeed; I didn't like it as much as my friends did, but they really, really enjoyed it. (So much that they've demanded to play it again next time we meet). Oh well. :)

Quote:

Have not seen the Age of Empires III game, although we did play the Civilization card game last week, and it was enjoyable.

Don't know that card game. Oh, I see... it was a free addition you got with the computer game.

What's the expected playing time for your upcoming board/card game, Gary?

Cheers!

haakon1

Wednesday, 8th August, 2007, 02:40 AM

Quote:

*Originally Posted by **RFisher***

Not for us! We're gamers!

You mean to say the games we see in our heads don't exist? Roll for init! :]

Col_Pladoh

Wednesday, 8th August, 2007, 04:56 PM

Quote:

*Originally Posted by **MerricB***

Indeed; I didn't like it as much as my friends did, but they really, really enjoyed it. (So much that they've demanded to play it again next time we meet). Oh well. :)

Don't know that card game. Oh, I see... it was a free addition you got with the computer game.

What's the expected playing time for your upcoming board/card game, Gary?

Cheers!

Tom Wham picked up the new computer game, so we played his card game and had fun.

The KoE-KoF game should take from 45 minutes to an hour and a quarter, depending on player familiarity with the game and the distribution of the cards. Every player has a chance for action in each of the segments, one for each player, that make up a complete turn, so there is little if any boredom factor while another player takes action during his segment of play. In fact, player interaction in the form of trading cards with each other is very necessary to win the game.

Cheers,
Gary

rossik

Friday, 17th August, 2007, 01:32 PM

hi mr gygax!

did you ever used "props" (dont know if this is the right word) in your games, as background music, burned letters, coins or any of this things?

what do you think of it?
is it just for beginners?

Deuce Traveler

Saturday, 18th August, 2007, 02:52 PM

Hey Gary, I just wanted to say that I remember you writing earlier last year about 4e coming out soon. It looks like you were right. Will this have any kind of impact on Lejendary Adventures or Castles and Crusades despite the fact that both systems are quite different from current versions of DnD?

JRR_Talking

Saturday, 18th August, 2007, 11:33 PM

Quote:

*Originally Posted by **Col_Pladoh***

*Have not seen the Age of Empires III game,
Cheerio,
Gary*

Not a big board game player myself.

I played this a few weeks back for the first time and couldnt believe wot a wonderful game they had produced. Cant recommend it enough*.

John

*not quite as good as the old roleplaying, but an excellent diversion**

As is this post as a nice change to all the 4e discussion!

Moggthegob

Monday, 20th August, 2007, 07:43 AM

Dear Gary,

In light of 4e being announced I would like to know if a) you had any thoughts

b.) whether or not you think this will e good for c&c/LA,which i recently purchased and I must say I enoyed the uniqueness of each class again. Also, since it seems as thoguh the wizards of the crap are dropping greyhawk as the default setting if you could somehow get it back.

Gary Gygax Q&A: Part XIII

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Deuce Traveler

Monday, 20th August, 2007, 10:30 AM

Gary will answer better than me, but I wouldn't imagine him wanting to get Greyhawk back since other authors have done too much to it. Can you imagine if I took a scoop of vanilla ice cream and mixed it with a scoop of chocolate, handed it back to you and told you to get the original flavor back?

Thunderfoot

Wednesday, 22nd August, 2007, 03:35 AM

Gary, saw you at the RAM on Thursday night. You were leaving, otherwise I was getting ready to send you an anonymous drink. I was sitting at the booth directly to your left front with a large party (my players). Didn't want to annoy you like some fan-boy so I didn't approach (besides, you already had a rather large group with you.). BTW, happy belated anniversary.

gideon_thorne

Wednesday, 22nd August, 2007, 03:46 AM

Quote:

*Originally Posted by **Thunderfoot***

Gary, saw you at the RAM on Thursday night. You were leaving, otherwise I was getting ready to send you an anonymous drink. I was sitting at the booth directly to your left front with a large party (my players). Didn't want to annoy you like some fan-boy so I didn't approach (besides, you already had a rather large group with you.). BTW, happy belated anniversary.

Should have stopped over and said hello there, squire. That was us Troll Lords with Gary. ^_^

Thunderfoot

Wednesday, 22nd August, 2007, 05:08 AM

As I said, I hate the fan-boy assumption that someone wants to talk to you, just because you admire something they've done. I've worked in the music industry for some time, a true fan is humble and caring about their 'idols' personal lives, hangers-on are just annoying. :)

Col_Pladoh

Wednesday, 22nd August, 2007, 10:59 PM

Quote:

*Originally Posted by **rossik****hi mr gygax!**did you ever used "props" (dont know if this is the right word) in your games, as background music, burned letters, coins or any of this things?**what do ypu think of it?**is it just for begginers?*

Howdy!

On rare occasions I use props, either for dramatic effect or else to bring more humor into the session. I venter use music as it is already quite difficult to manage to speak and retain the players' attention.

Props are a part of the style of a Game Master. I can not judge their overall merit without knowing how the GM manages his campaign :)

Cheers,
Gary

PapersAndPaychecks

Wednesday, 22nd August, 2007, 11:02 PM

Quote:

*Originally Posted by **Deuce Traveler***

Gary will answer better than me, but I wouldn't imagine him wanting to get Greyhawk back since other authors have done too much to it. Can you imagine if I took a scoop of vanilla ice cream and mixed it with a scoop of chocolate, handed it back to you and told you to get the original flavor back?

Those additions to Greyhawk might look like chocolate, but they certainly don't taste like it!

Col_Pladoh

Wednesday, 22nd August, 2007, 11:03 PM

Quote:

*Originally Posted by **Deuce Traveler***

Hey Gary, I just wanted to say that I remember you writing earlier last year about 4e coming out soon. It looks like you were right. Will this have any kind of impact on Lejendary Adventures or Castles and Crusades despite the fact that both systems are quite different from current versions of DnD?

:lol:

And some didn't believe me about the impending release of yet another edition of new D&D :eek:

How it will do is unknown, but they are talking about rules-light material--something I have advocated for the past eight or so years now...

I do not think that the new system will not have mich effect on either the LA or C&C game --although it might bring in some disaffected former new D&D game types.

Cheerio,
Gary

Col_Pladoh

Wednesday, 22nd August, 2007, 11:05 PM

Quote:

*Originally Posted by **JRR_Talking***

Not a big board game player myself.

I played this a few weeks back for the first time and couldnt believe wot a wonderful game they had produced. Cant recommend it enough.*

John

not quite as good as the old roleplaying, but an excellent diversion*

As is this post as a nice change to all the 4e discussion!

Check our *Ra*, *Puerto Rico*, and *San Juan* ;)

Cheers,
Gary

Col_Pladoh

Wednesday, 22nd August, 2007, 11:08 PM

Quote:

*Originally Posted by **Moggthegob***

Dear Gary,

*In light of 4e being announced I would like to know if a) you had any thoughts
b.) whether or not you think this will e good for c&c/LA,which i recently purchased and I must say I enoyed the uniqueness of each class again.
Also, since it seems as thoguh the wizards of the crap are dropping greyhawk as the default setting if you could somehow get it back.*

Hi there!

Sadly, my crystal ball doesn't work all that well... :uhoh:

WotC/Hasbro ever giving up any trade mark in the D&D line is about as likely as Iran becoming a Christian nation.

Cheers,
Gary

Col_Pladoh

Wednesday, 22nd August, 2007, 11:11 PM

Quote:

*Originally Posted by **PapersAndPaychecks***

Those additions to Greyhawk might look like chocolate, but they certainly don't taste like it!

:eek: :lol: :eek:

What can I say other than... :lol:

Cheers,
Gary

rossik

Thursday, 23rd August, 2007, 12:03 AM

mr gygax, glad you are back!

congratulations on your wedding anniversary, bet's wishes to you and your wife

i read a couple of days ago the adventure you DMed for the moderators..it make me laugh so hard at the mule's death that im still talking to plp that dont even know rpg about it.

it looked like a simple adventure, but still very rich in flavor and fun!!!

did u intent to kill the mule, or it was a "memento" thing?

sorry to ask Dm secrets, but i really wanna to know :heh:

RFisher

Thursday, 23rd August, 2007, 03:32 AM

Some people depict "rules light" gaming as games in which the GM slowly accumulates his own rules to cover everything that comes up so that you are eventually playing what amounts to a "rules heavy" game but with rules that weren't as well developed as if you had started with a "rules heavy" system.

As a fan of "rules light" gaming & designer of "rules light" games, what do you think of that? Should the GM of a "rules light" game come up with & record a rule to handle everything that comes up that isn't already covered in the rules?

Or is the difference between "rules light" & "rules heavy" something else?

JMac5892

Thursday, 23rd August, 2007, 10:10 AM

Ho there, Colonel!

I haven't posted over here before, but have been checking in regularly for some time. While catching up on what I missed while in the UK, I found some discussion a few weeks ago of one of my favorite topics: variable HD types for AD&D critters. :D

I've compiled some ideas based on your prior posts on the matter, plus my own thoughts; would very much appreciate your opinion on the categories below...

Thanks! :)

Joe

D4 or D6: used for small monsters who may attack with a higher HD matrix, but have few hit points (e.g. giant ant).

D8: The general standard. Used for many 'giant-class' humanoids, animals, large insect- or arachnid-type monsters, and very large invertebrate creatures.

D10: used for large monsters and animals, some 'giant-class' humanoids, the smaller demon and devil types, and very large water creatures.

D12: used for the largest monsters or animals, such as dinosaurs, dragons, etc. Also used for very large 'giant class' humanoids (ogres and larger) and the larger demon and devil types.

Notes:

- *Idea: rather than D10 to D12 for demons & devils, use +1 to +4 hit points per (8-sided) die, as the various daemon types get?*
- *Some large animals might have greater physical mass than ogres or giants, for example, but do not qualify for D12 hit dice because hit points subsume (intelligent) fighting ability in addition to body mass.*
- *Some monsters (e.g. kobold, goblin) retain the '1/2' or '1-1' classification based on the D8, as this determines their attack matrix.*

Col_Pladoh

Thursday, 23rd August, 2007, 05:36 PM

Quote:

*Originally Posted by **rossik***

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it looked like a simple adventure, but still very rich in flavor and fun!!!

did u intent to kill the mule, or it was a "memento" thing?

sorry to ask Dm secrets, but i really wanna to know :heh:

Thanks for the good wishes. I must take Gail out for an anniversary dinner this weekend ;)

As for the mule, a wandering monster was indicated--the mule and the cart are noisy and attract a good deal of likely unwanted attention. As it was left alone, the mule was the prime target for the hungry gelatinous cube.

That sort of information is no secret, merely standard DM's lore, eh?

Cheerio,
Gary

Col_Pladoh

Thursday, 23rd August, 2007, 05:42 PM

Quote:

*Originally Posted by **RFisher***

Some people depict "rules light" gaming as games in which the GM slowly accumulates his own rules to cover everything that comes up so that you are eventually playing what amounts to a "rules heavy" game but with rules that weren't as well developed as if you had started with a "rules heavy" system.

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Or is the difference between "rules light" & "rules heavy" something else?

Howdy :D

Short answer: To my mind a rules-light system should be one that sets forth rules and mechanics that are uncomplicated and sufficiently intuitive so that after GMing the system for a dozen or so sessions there is no need to consult the rules save for unusual circumstances. The GM and players alike can manage from past experience. If something unusual comes up that rules do not cover, intuitive ruling based on the overall system should be simple. In such case few if any notes need be made in regards the matter, as the same intuitive assessment will recur as needed...after with slightly different results as circumstances alter cases.

Cheerio,
Gary

Col_Pladoh

Thursday, 23rd August, 2007, 05:50 PM

Quote:

*Originally Posted by **JMac5892***

Ho there, Colonel!

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I've compiled some ideas based on your prior posts on the matter, plus my own thoughts; would very much appreciate your opinion on the categories below...

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 - Some monsters (e.g. kobold, goblin) retain the '1/2' or '1-1' classification based on the D8, as this determines their attack matrix.*
-

Hi,

that system of classification you propose is logical, although I believe that no hard and fast stable applied across the board will serve to properly reflect the robustness of all creatures dealt with in the game. Again, in general I agree with your work.

I would not use minus HPs for kobolds, rather d4. That allows them better attack capacity while maintaining them as relatively fragile opponents.

For truly gargantuan and hearty monsters I would suggest the +HPs to D12 base.

Cheers,
Gary

JMac5892

Friday, 24th August, 2007, 12:26 AM

Quote:

Originally Posted by **Col_Pladoh**

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For truly gargantuan and hearty monsters I would suggest the +HPs to D12 base.

Cheers,
Gary

Thanks -- yep, I'm not thinking of these as hard rules, but rather guidelines to keep in mind as I consider each monster individually.

As for kobolds (and goblins), treating them as 1 HD monsters for attack purposes will give them a whole new dimension... :]

RFisher

Friday, 24th August, 2007, 03:26 AM

Quote:

Originally Posted by **Col_Pladoh**

Short answer: To my mind a rules-light system should be [...]

Thanks, Gary. That mirrors my own thoughts on the matter, but you expressed it much better than I have been able to.

John Drake

Friday, 24th August, 2007, 01:56 PM

Howdy Gary

Glad to hear you had a great Gen Con and all. Now, with all this balley-hoo regarding 4e, it seems to me very odd. I mean, the new versions or "improvements" as it were, have only been a mere 3-4 years a part, hardly long enough for the systems to mature (if possible). Just wondering what you think. I feel it is mainly "management's" desire to push this to put their mark on the game. 2e was a direct result of the POG, 3rd/3.5 was because of Wizard's take over. And now I feel that since Hasbro has taken over Wizards, this is their chance to make the game "theirs". Just my observations, however, nothing more. Thank you Gary, for your keen insights and fantastic postings!

Col_Pladoh

Friday, 24th August, 2007, 05:31 PM

Quote:

Originally Posted by **JMac5892**

Thanks -- yep, I'm not thinking of these as hard rules, but rather guidelines to keep in mind as I consider each monster individually.

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Yes.

And as we are in agreement here you too must be a gaming genius! :lol:

Cheerio,
Gary

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Gary Gygax Q&A: Part XIII

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Col_Pladoh

Friday, 24th August, 2007, 05:34 PM

Quote:

Originally Posted by **RFisher**

Thanks, Gary. That mirrors my own thoughts on the matter, but you expressed it much better than I have been able to.

Sure!

That's because I had to ponder the question and go on the record with my considered opinion regarding the meaning of a rules-light RPG system.

So I am addressing another game design genius. It is not a coincidence that all in that category share my opinions :lol:

Cheerio,
Gary

haakon1

Friday, 24th August, 2007, 05:35 PM

Quote:

Originally Posted by **Col_Pladoh**

And as we are in agreement here you too must be a gaming genius! :lol:

Wait, are you claiming to be a gaming genius, Mr. Gygax? That sort of talk will get you banned from Vegas! ;)

Col_Pladoh

Friday, 24th August, 2007, 05:42 PM

Quote:

Originally Posted by **John Drake**

Howdy Gary

Glad to hear you had a great Gen Con and all. Now, with all this balley-hoo regarding 4e, it seems to me very odd. I mean, the new versions or "improvements" as it were, have only been a mere 3-4 years a part, hardly long enough for the systems to mature (if possible). Just wondering what you think. I feel it is mainly "management's" desire to push this to put their mark on the game. 2e was a direct result of the POG, 3rd/3.5 was because of Wizard's take over. And now I feel that since Hasbro has taken over Wizards, this is their chance to make the game "theirs". Just my observations, however, nothing more. Thank you Gary, for your keen insights and fantastic postings!

Three in a row! :eek:

It seems a good bet that 3.5E was a pot boiler edition as sales of its predecessor were insufficient.

Your observation that Hasbro is behind the move to 4E is another likely accurate appraisal. After all, the audience for fantasy MMPs such as WoW is a whole magnitude or more larger than that for paper FRPG, and the online connection to the ned version of D&D guarantees a regular and predictable income stream.

At least the current D&D designers have caught up to the rules-light learning curve that O propounded in 1999 with the initial release of the LA game system :lol:

Cheers,
Gary

Col_Pladoh

Friday, 24th August, 2007, 06:04 PM

Quote:

Originally Posted by **haakon1**

Wait, are you claiming to be a gaming genius, Mr. Gygax? That sort of talk will get you banned from Vegas! ;)

Noppers...I let my work and those that enjoy it speak in that regard. I do enjoy some jesting though :D

Besides, I have a great antipathy for Las Vegas and its gambling :mad:

:lol:
Gary

Xyxox

Friday, 24th August, 2007, 06:10 PM

Quote:

*Originally Posted by **Col_Pladoh***

Three in a row! :eek:

It seems a good bet that 3.5E was a pot boiler edition as sales of its predecessor were insufficient.

Your observation that Hasbro is behind the move to 4E is another likely accurate appraisal. After all, the audience for fantasy MMPs such as WoW is a whole magnitude or more larger than that for paper FRPG, and the online connection to the new version of D&D guarantees a regular and predictable income stream.

At least the current D&D designers have caught up to the rules-light learning curve that O propounded in 1999 with the initial release of the LA game system :lol:

*Cheers,
Gary*

My guess is the new version is driven by WotC because Hasbro executives noted that the D&D brand is not making as high a profit level as the corporation demands. Hasbro basically told WotC, "improve your profit margins of that D&D product line. Look at your costs! Your revenue is not growing on a per annum basis like we demand. If profit margins are not in line with our requirements within <insert timeframe here>, we shall have to shelve the product line like we do every toy line that does not meet our expectations for profit margins."

WotC then determined how they would go about achieving the overall margins and figured a reboot was required followed by an online subscription component that will have minimal overhead in order to achieve the overall profit margins the Hasbro executives are demanding. Growth of revenues will be using the D&D insider to drive additional book sales because you purchase the books to unlock functionality on D&D Insider, thus achieving the overall revenue growth rate, or at least that seems to be the theory.

From that perspective, WotC executives are betting the D&D farm on the 4E upgrade and D&D Insider online subscription model. Failure will spell doom for the brand.

gideon_thorne

Friday, 24th August, 2007, 06:12 PM

Quote:

Failure will spell doom for the brand.

Thats just more customers for Lejendary Adventure and Castles & Crusades! :cool:

Xyxox

Friday, 24th August, 2007, 06:16 PM

Quote:

*Originally Posted by **gideon_thorne***

Thats just more customers for Lejendary Adventure and Castles & Crusades! :cool:

I am currently planning on giving the new system a go. I can afford the cost of three core manuals and a few months of D&DI. If it rocks my world, great. If it sucks on rocks, I'll abandon it in favor of something else.

Col_Pladoh

Friday, 24th August, 2007, 08:45 PM

At this juncture my money is on 4E succeeding--at least relative to 3E. the audience for WoW-type games online is huge, and the revenue from subscribers should be much stronger than that from paper game product sales. It seems likely to me that the WotC designers will do their utmost to make an appealing game for those that love playing online, one that is passable to those that enjoy actual RPGing ;)

What I dearly wish is that the powers that be at Hasbro would decide to re-release some of the best of The Avalon Hill Company titles...such as *Rail Baron!*

Cheers,
Gary

Xyxox

Friday, 24th August, 2007, 09:11 PM

Quote:

*Originally Posted by **Col_Pladoh***

At this juncture my money is on 4E succeeding--at least relative to 3E. the audience for WoW-type games online is huge, and the revenue from subscribers should be much stronger than that from paper game product sales. It seems likely to me that the WotC designers will do their utmost to make an appealing game for those that love playing online, one that is passable to those that enjoy actual RPGing ;)

What I dearly wish is that the powers that be at Hasbro would decide to re-release some of the best of The Avalon Hill Company titles...such as

Rail Baron!

Cheers,
Gary

It's terrible that they shelve such wonderful IP. If they aren't willing to re-publish such works, they should at least be willing to sell off the IP so that somebody else can. I was into Avalon Hill wargames long before I ever discovered the white box in my local hobby shop back in '77. I'd love to see some titles come back.

Col_Pladoh

Friday, 24th August, 2007, 09:28 PM

Quote:

Originally Posted by X yox

It's terrible that they shelve such wonderful IP. If they aren't willing to re-publish such works, they should at least be willing to sell off the IP so that somebody else can. I was into Avalon Hill wargames long before I ever discovered the white box in my local hobby shop back in '77. I'd love to see some titles come back.

Heh...

Another old timer I see.

No sense in preaching to the choir on the subject, but it is heartening to see that others agree with me.

BTW, another wargame I would love to see come back into print is *Operation Overlord*. I also confess to recalling the OBs of the British and German fleets from the *Jutland* game and the *Bismarck* whenever I see a TV program recounting the battles of the same name, and also the *Midway* OBs from TAHC's game of that name ditto. Come to think of it that applies to most of their wargames and the OBs therein whenever watching a program dealing with the associated military history.

Best of all, Tom Shaw is a friend :D

Cheerio,
Gary

John Drake

Saturday, 25th August, 2007, 01:16 AM

Quote:

Originally Posted by Col_Pladoh

Three in a row! :eek:

It seems a good bet that 3.5E was a pot boiler edition as sales of its predecessor were insufficient.

Your observation that Hasbro is behind the move to 4E is another likely accurate appraisal. After all, the audience for fantasy MMPs such as WoW is a whole magnitude or more larger than that for paper FRPG, and the online connection to the new version of D&D guarantees a regular and predictable income stream.

At least the current D&D designers have caught up to the rules-light learning curve that O propounded in 1999 with the initial release of the LA game system :lol:

Cheers,
Gary

:) Thanks Gary! And I gotta tell you, I can't help but smile when I see that the trend they (Wizards and others too) are working towards is one, basically, you have pioneered, yet again! Well, maybe there is hope down the road, eh? I still love your AD&D game though, even though I'm having a great deal of fun with LA. Ciao!

haakon1

Saturday, 25th August, 2007, 01:33 AM

Question for you sire, from a fellow player I forwarded your GenCon adventures to:

"At the risk of losing geek-cred points, I have a question:

Why does Gygax post under "Col Pladoh"? (Which I am translating as "Colonel Play-Doh" rather than something arcane in Welsh or something...)"

For myself, I always assumed Col as in "Colonel", as in old-school war gamer, and genteel benevolent dictator/aristocrat/chicken magnet, and Pladoh, as in Play-Doh, for reasons my Int is too low to resolved.

Please tell us the anagram, pun, or lack thereof, should such telling amuse you. And if not, fair enough! :D

gideon_thorne

Saturday, 25th August, 2007, 01:35 AM

Quote:

Originally Posted by haakon1

Why does Gygax post under "Col Pladoh"? (Which I am translating as "Colonel Play-Doh" rather than something arcane in Welsh or something...)"

Self effacing humor.

The gamer pappy doesn't take himself as seriously as others take him. ^ _ ~`

MerricB

Saturday, 25th August, 2007, 02:10 AM

Quote:

Originally Posted by **Col_Pladoh**

What I dearly wish is that the powers that be at Hasbro would decide to re-release some of the best of The Avalon Hill Company titles...such as Rail Baron!

G'day, Gary!

From what I understand, Hasbro doesn't actually have the rights to all the old AH games. The situation is a bit... confused. It certainly confuses me. There are a few old AH games that have been republished or soon will be...

AI I is licensed by Hasbro to Multi-Man Publishing

s n t a l s rights have been picked up by Valley Games; they're doing a reprint later this year or early in 2008. They're also doing a reprint of **s . e R e p u b l i c o f R o m e**

D u n e's rights have been gained by Fantasy Flight Games, along with **C o s m i c E n c o u n t e r** (the latter not a AH game, but a classic). CE will be reprinted first, then Dune (and later **B o r d e r l a n d s**). Unfortunately, the actual rights to do a "Dune" game are not available, but the mechanics will be done in a new setting...

Oh, and there's a recent discussion about your variant to Rail Baron on Boardgamegeek...
<http://www.boardgamegeek.com/thread/168817>

:)

Cheers!

Xyxox

Saturday, 25th August, 2007, 03:20 AM

Quote:

Originally Posted by **haakon1**

Why does Gygax post under "Col Pladoh"? (Which I am translating as "Colonel Play-Doh" rather than something arcane in Welsh or something...)"

For myself, I always assumed Col as in "Colonel", as in old-school war gamer, and genteel benevolent dictator/aristocrat/chicken magnet, and Pladoh, as in Play-Doh, for reasons my Int is too low to resolved.

Please tells us the anagram, pun, or lack thereof, should such telling amuse you. And if not, fair enough! :D

I've seen the answer on more than one message board thread. All I shall say is the answer includes a state and an alteraton of something else.

:lol:

Xyxox

Saturday, 25th August, 2007, 03:21 AM

Quote:

Originally Posted by **MerricB**

G'day, Gary!

From what I understand, Hasbro doesn't actually have the rights to all the old AH games. The situation is a bit... confused. It certainly confuses me. There are a few old AH games that have been republished or soon will be...

ASL is licensed by Hasbro to Multi-Man Publishing

Titan's rights have been picked up by Valley Games; they're doing a reprint later this year or early in 2008. They're also doing a reprint of **The Republic of Rome**

Dune's rights have been gained by Fantasy Flight Games, along with **Cosmic Encounter** (the latter not a AH game, but a classic). CE will be reprinted first, then Dune (and later **Borderlands**). Unfortunately, the actual rights to do a "Dune" game are not available, but the mechanics will be done in a new setting...

Oh, and there's a recent discussion about your variant to Rail Baron on Boardgamegeek...
<http://www.boardgamegeek.com/thread/168817>

:)

Cheers!

One of the best things I saw was ASL being reprinted. I was very pleased with this because I've had literally hours upon hours of fun with that game.

Col_Pladoh

Saturday, 25th August, 2007, 05:49 PM

Quote:

*Originally Posted by **John Drake***

:) Thanks Gary! And I gotta tell you, I can't help but smile when I see that the trend they (Wizards and others too) are working towards is one, basically, you have pioneered, yet again! Well, maybe there is hope down the road, eh? I still love your AD&D game though, even though I'm having a great deal of fun with with LA. Ciao!

My pleasure.

The one aspect of the LA game I would truly like to be able to add is the measured-step dungeon crawl progression possible with a class & level system. In all other areas I am content that the new game is superior. One can assuredly do great dungeon crawls using the LA system, but having progressively more difficult ones matching the progress of the character in regards to capacity to manage challenges is most unlikely, as progress in the LA game occurs in small increments, not in level jumps.

Cheers,
Gary

Col_Pladoh

Saturday, 25th August, 2007, 05:54 PM

Quote:

*Originally Posted by **haakon1***

Question for you sire, from a fellow player I forwarded your GenCon adventures to:

"At the risk of losing geek-cred points, I have a question:

Why does Gygax post under "Col Pladoh"? (Which I am translating as "Colonel Play-Doh" rather than something arcane in Welsh or something...)"

For myself, I always assumed Col as in "Colonel", as in old-school war gamer, and genteel benevolent dictator/aristocrat/chicken magnet, and Pladoh, as in Play-Doh, for reasons my Int is too low to resolved.

Please tells us the anagram, pun, or lack thereof, should such telling amuse you. And if not, fair enough! :D

And here I had tought I had covered this ground amply in the past...

I use Col Pladoh to poke a bit of fun at myself. The Colonel part comes from my always playing Colonel Mustard in *Clue* gamesbecause I liked the starting position, and the fact I am a Kentucky Colonel. the Pladoh part is a spoof on the wisdom of Plato and the silliness of Playdoh.

I do not use some high-falutin' fantasy handle because they seem pretentious to me. Posting as i do, or as "Gary Gygax," suits me just fine :cool:

Cheerio,
Gary

Col_Pladoh

Saturday, 25th August, 2007, 05:55 PM

Quote:

*Originally Posted by **gideon_thorne***

Self effacing humor.

The gamer pappy doesn't take himself as seriously as others take him. ^_~`

:lol:

Just so, Peter, just so.

:D
Gary

Col_Pladoh

Saturday, 25th August, 2007, 06:10 PM

Quote:

*Originally Posted by **MerricB***

G'day, Gary!

From what I understand, Hasbro doesn't actually have the rights to all the old AH games. The situation is a bit... confused. It certainly confuses me. There are a few old AH games that have been republished or soon will be...

A S is licensed by Hasbro to Multi-Man Publishing

T an's rights have been picked up by Valley Games; they're doing a reprint later this year or early in 2008. They're also doing a reprint of **The Republic of Rome**

Dune's rights have been gained by Fantasy Flight Games, along with **Cosmic Encounter** (the latter not a AH game, but a classic). CE will be reprinted first, then Dune (and later **Borderlands**). Unfortunately, the actual rights to do a "Dune" game are not available, but the mechanics will be done in a new setting...

Oh, and there's a recent discussion about your variant to Rail Baron on Boardgamegeek...
<http://www.boardgamegeek.com/thread/168817>

:)

Cheers!

As someone that sold a game to THAC, I find it hard to believe that most of their wargames could not be reprinted with no contractual difficulties, some likely needing a new contract, but so what? I know that a number of their titles were designed in house, so the Hasborg certainly owns all rights to those games. Others such *Rail Baron*, *Diplomacy*, *Kingmaker*, etc. might require cutting new agreements before re-publishing. that is hardly an impediment to a company that actually desired to get good games back into print to serve that segment of their market.

As for the quick end system I suggested for the RB game, we now skip the RR values i set, just use their actual costs. The "Rover Play" business is not exciting as the one chap asserts in the pasts there on the Gamegeek website. A thinking player simply accumulated an additional \$50K before heading to his home city for a win, thus protracting the end game even more. In addition, the rule is silly because it is so completely unrelated to the theme of the game. Why would passing over the train of one of the players cause that individual to lose the stated sum?

Finally, IMO the games you note being back in print are not the greats from TAHC :\

Cheerio,
Gary

Gary Gygax Q&A: Part XIII

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haakon1

Sunday, 26th August, 2007, 09:01 PM

Quote:

*Originally Posted by Col_Pladoh**And here I had thought I had covered this ground amply in the past...**I use Col Pladoh to poke a bit of fun at myself. The Colonel part comes from my always playing Colonel Mustard in Clue games because I liked the starting position, and the fact I am a Kentucky Colonel. the Pladoh part is a spoof on the wisdom of Plato and the silliness of Playdoh.**I do not use some high-falutin' fantasy handle because they seem pretentious to me. Posting as I do, or as "Gary Gygax," suits me just fine :cool:**Cheerio,
Gary*

Well, thanks for answering it again, and it's good to know we guessed right. :)

Col_Pladoh

Sunday, 26th August, 2007, 09:09 PM

Quote:

*Originally Posted by haakon1**Well, thanks for answering it again, and it's good to know we guessed right. :)*

:D

Col Pladoh

rossik

Monday, 27th August, 2007, 01:40 PM

hi gary, how r you doing?

im having trouble trying to explain something to a friend...it all starts with a "a fighter can roll on the ground , as this seems vary basic to me. no need to be a expert to do so"

and he says that a fighter cant do that...that he must have skills for it, and bla bla bla

i even create a topic about this (no need to read, dont worry :))

in the begining, d&d was inspired by medieval europe (french tales?) and others, but
rpg is about fantasy, right?

or ate least about what we whant it to be (sound confused? i cant find the right words!! damn you, babelfish and collins gem! :p)

so, my point is:

do you think that skills, feats, etc, makes the players less criative (generally speaking)?

(oh, and if you can give me your opinion on the "roll on the ground is basic for fighter-if the DM agree" issue, i would apreciate very much!)

MerricB

Monday, 27th August, 2007, 02:02 PM

G'day, Gary!

What are the great Avalon Hill games?

Need to see if my friends have them. :)

Cheers!

Col_Pladoh

Monday, 27th August, 2007, 04:05 PM

Quote:

Originally Posted by **rossik**

hi gary, how r you doing?

im having trouble trying to explain something to a friend...it all starts with a "a fighter can roll on the ground , as this seems vary basic to me. no need to be a expert to do so"

and he says that a fighter cant do that...that he must have skills for it, and bla bla bla

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(oh, and if you can give me your opinion on the "roll on the ground is basic for fighter-if the DM agree" issue, i would apreciate very much!)

Well...

As a general fule for all GMs, it should be assumed that any action that an actual average human can do in real life, an RPG persona can likewise do. As very younf chiuldren have the ability to roll on the ground, a D&D character can assuredly do the same...even if in full plate armor, although there would be a good deal of effort required and theroll would be ponderous save when on a declining surface.

As for skills, that sort of a system is in my critical design view superior to the plain dlass-based game. However, if the skill-based system is very specific, it does tend to end innovation and creative thinking in favor of reliance on a dice roll. Feats are strictly for a comic book superhero game IMO, anthough special abilities of minor sort are a fine addition to the scope of character definition.

All of the above is well set forth in my *Lejendary Adventure* game, BTW :)

Cheers,
Gary

Col_Pladoh

Monday, 27th August, 2007, 04:11 PM

Quote:

Originally Posted by **MerricB**

G'day, Gary!

What are the great Avalon Hill games?

Need to see if my friends have them. :)

Cheers!

Ho there!

IMO:

Most of the old board wargames based on historical battles or campaigns (excluding *Anzio*, *Guadalcanal*, *Guns of August*, *Jutland*) then their non-wargame titles such as *Stock Market* and *Rail Baron*, and the games they picked up from other publishers--*Diplomacy* (which TSR attempted to acquire just after THAC managed to to so) and *Kingmaker*.

FWIW,
Gary

seskis281

Monday, 27th August, 2007, 04:40 PM

Quote:

Originally Posted by **Col_Pladoh**

Ho there!

IMO:

*Most of the old board wargames based on historical battles or campaigns (excluding *Anzio*, *Guadalcanal*, *Guns of August*, *Jutland*) then their non-wargame titles such as *Stock Market* and *Rail Baron*, and the games they picked up from other publishers-- *Diplomacy* (which TSR attempted to acquire just after THAC managed to to so) and *Kingmaker*.*

FWIW,
Gary

I remember *Sink the Bismark* and *Starship Troopers* , and later during grad school we really got into *Diplomacy* :)

Col_Pladoh

Monday, 27th August, 2007, 05:04 PM

Quote:

Originally Posted by **seskis281**

I remember Sink the Bismark and Starship Troopers , and later during grad school we really got into Diplomacy :)

IIRR, the title of the WWII naval search and combat game was simply *I is m ark* We player it a lot when it first came out, and both sides had near equal win changes. I must say that I never did play *Starship Troopers* :heh:

Cheerio,
Gary

rossik

Monday, 27th August, 2007, 09:52 PM

Quote:

Originally Posted by **Col_Pladoh**

Well...

As a general rule for all GMs, it should be assumed that any action that an actual average human can do in real life, an RPG persona can likewise do. As very young children have the ability to roll on the ground, a D&D character can assuredly do the same...even if in full plate armor, although there would be a good deal of effort required and the roll would be ponderous save when on a declining surface.

As for skills, that sort of a system is in my critical design view superior to the plain class-based game. However, if the skill-based system is very specific, it does tend to end innovation and creative thinking in favor of reliance on a dice roll. Feats are strictly for a comic book superhero game IMO, although special abilities of minor sort are a fine addition to the scope of character definition.

*All of the above is well set forth in my *Legendary Adventure* game, BTW :)*

Cheers,
Gary

well mr gygax, you just made my day a lot happier :D

tx for the answer

seskis281

Monday, 27th August, 2007, 10:00 PM

Quote:

Originally Posted by **Col_Pladoh**

*IIRR, the title of the WWII naval search and combat game was simply **Bismark**. We player it a lot when it first came out, and both sides had near equal win changes. I must say that I never did play *Starship Troopers* :heh:*

Cheerio,
Gary

Ah yes - thanks for the memory refresh on *Bismark*. We got *Starship Troopers* because my dad was (and is) an enormous Heinlein fan and would read his books to us out loud every Friday night when we were young.

Cheers :)

Col_Pladoh

Monday, 27th August, 2007, 10:08 PM

:D

So cases of all's well that end well.

Ciao,
Gary

RFisher

Wednesday, 29th August, 2007, 04:01 AM

I love *Kingmaker*. I think it's the only Avalon Hill game I actually have my own copy of. My favorite AH game, however, might have been *Magic Realm*.

Quote:

Originally Posted by **seskis281**

We got Starship Troopers because my dad was (and is) an enormous Heinlein fan and would read his books to us out loud every Friday night when we were young.

It was kind of the opposite for me. My dad doesn't read fiction, but it was playing his *Starship Troopers* game with him that got me interested in reading Heinlein.

archibael

Wednesday, 29th August, 2007, 07:39 AM

Gary,

Thanks for answering my dreggal/maelvis/cacodemon questions 'bout eighty pages back. I only recently got them; didn't suspect you'd get back to me right away.

Anyway... one magic item which always seemed vastly overpowered was the *rope of entanglement*. Nowhere was a saving throw or anything else listed for the device, and from the description it looks like it could trap anything from a troop of kobolds to a high-level party of adventurers before they could do a damn thing about it. For this reason in my campaign the Erinyes were absolutely dreaded, as unless the whole party were doused in *oil of slipperiness* or scattered about the room so they couldn't all be taken at once, they were toast.

Did you mean the *rope* to be that powerful, and if so, why did you cost it out at less than, say, plate mail +3? Or was there really a saving throw to be had somewhere in there? Or did "tied fast" mean that victims with sword in hand could still attack the rope itself?

Thanks again for your time.

Archibael

Col_Pladoh

Wednesday, 29th August, 2007, 04:43 PM

Quote:

Originally Posted by **archibael**

Gary,

Thanks for answering my dreggal/maelvis/cacodemon questions 'bout eighty pages back. I only recently got them; didn't suspect you'd get back to me right away.

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Thanks again for your time.

Archibael

Short answer:

Said rope could be attacked and severed with a sharp edge by anyone not entangled in it.

While a DM ruling, I never allowed more than three subjects to be snared by a rope.

Cheerio,
Gary

archibael

Thursday, 30th August, 2007, 01:10 AM

Quote:

Originally Posted by **Col_Pladoh**

Short answer:

Said rope could be attacked and severed with a sharp edge by anyone not entangled in it.

While a DM ruling, I never allowed more than three subjects to be snared by a rope.

Cheerio,
Gary

Thanks, that makes things a little less scary. I read 8 man-sized folks as "entire party", but I suppose if they were strung out single file as parties tend to be they probably violated the "20 feet" limitation on the rope's ability to entangle.

It wasn't until years later we used miniatures. Could have helped us out a lot in visualizing the problem.

As ever, you rule. Thanks again for the time,
AB

Torm

Thursday, 30th August, 2007, 03:18 AM

Mr. Gygax,

I was just watching Code Monkeys on G4, and in the promo for next week they said you're on! Did you actually contribute voice talent / dialog, and how was that, if so? And how did it compare to doing Futurama? And when you did Futurama, were Nichelle Nichols, Al Gore, and Stephen Hawking actually there at the same time recording, or was it done separately and edited together?

Apologies if that last one has been asked and answered elsewhere and I missed it, and for questions that aren't directly game related. :)

Geoffrey

Thursday, 30th August, 2007, 03:37 AM

Gary, I have two AD&D monster questions:

1. Why can't clerics turn groaning spirits?
2. You've noted that you did not use psionics in your AD&D games. What did you do, then, with the monsters listed below? Did you just not use them?

brain mole
cerebral parasite
intellect devourer
shedu
su-monster

And with mind flayers, did you consider their tentacles and mind blast enough (while simply not using their psionic abilities and psionic attack/defense modes)?

Thanks! :)

Marshal Lucky

Thursday, 30th August, 2007, 05:57 AM

I thought banshees (the AD&D version) were treated as undead in the *Special* category.

You could make them more like the ones in Gaelic folklore, where each family has its own banshee that shrieks when a family member is about to die. This would be great if any of the PCs have characters of noble birth.

Geoffrey

Thursday, 30th August, 2007, 02:53 PM

Quote:

*Originally Posted by **Marshal Lucky***

*I thought banshees (the AD&D version) were treated as undead in the *Special* category.*

The "Special" category is defined on page 76 of the DMG as including "Evil creatures from the lower planes such as minor demons, lesser devils, mezzodaemons, night hags, from 1-2 in number."

:)

Col_Pladoh

Thursday, 30th August, 2007, 04:23 PM

Quote:

*Originally Posted by **archibael***

Thanks, that makes things a little less scary. I read 8 man-sized folks as "entire party", but I suppose if they were strung out single file as parties tend to be they probably violated the "20 feet" limitation on the rope's ability to entangle.

It wasn't until years later we used miniatures. Could have helped us out a lot in visualizing the problem.

*As ever, you rule. Thanks again for the time,
AB*

Appreciate the laud.

As a matter of fact I was often too vague in detailing such information as I was so used to making a ruling on the spot based on the circumstances. Attempting to cover every case seemed too complicated to me, too much an imposition on the DM's prerogatives.

Cheerio,
Gary

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Col_Pladoh

Thursday, 30th August, 2007, 04:29 PM

Quote:

Originally Posted by **Torm**

Mr. Gygax,

I was just watching Code Monkeys on G4, and in the promo for next week they said you're on! Did you actually contribute voice talent / dialog, and how was that, if so? And how did it compare to doing Futurama? And when you did Futurama, were Nichelle Nichols, Al Gore, and Stephen Hawking actually there at the same time recording, or was it done separately and edited together?

Apologies if that last one has been asked and answered elsewhere and I missed it, and for questions that aren't directly game related. :)

Short Answer:

Yes indeed, I recorded the VO for my part on that episode about a month ago.

As with most "guest" voice overs, I recorded on a studio separate from the regulars and any other guests.

That said, I do enjoy doing such work, and I volunteered to be a regular on Futurama, pointing out that they could give me more lines, fly me out to CA 1st class, and put me up at a bungalow at the Beverly Hills Hotel. David merely layghed.

:]
Gary

Col_Pladoh

Thursday, 30th August, 2007, 04:37 PM

Quote:

Originally Posted by **Geoffrey**

Gary, I have two AD&D monster questions:

1. Why can't clerics turn groaning spirits?

As noted by another poster, the Banshee is a "Special" undead monster and is turned accordingly. A Banshee is not a normal human undead so is to be treated as a special sort of evil spirit entity.

Quote:

2. You've noted that you did not use psionics in your AD&D games. What did you do, then, with the monsters listed below? Did you just not use them?

*brain mole
cerebral parasite
intellect devourer
shedu
su-monster*

Obviously I ignored them as they affect only characters with psionic ability :lol:

Quote:

And with mind flayers, did you consider their tentacles and mind blast enough (while simply not using their psionic abilities and psionic attack/defense modes)?

Thanks! :)

Yup. The mind blast is a pretty potent attack form, especially when there are multiple attackers using it.

Cheers,
Gary

Griffith Dragonlake

Friday, 7th September, 2007, 11:41 PM

Arduin?

Hi Gary,

Just out of curiosity, have you ever taken a look at the Arduin Grimoires written by David A. Hargrave? <http://en.wikipedia.org/wiki/Arduin>

I'm sure you must have heard of them back in mid to late '70s.

If so, what are your thoughts?

Col_Pladoh

Saturday, 8th September, 2007, 06:15 PM

Quote:

*Originally Posted by **Griffith Dragonlake***

Hi Gary,

Just out of curiosity, have you ever taken a look at the Arduin Grimoires written by David A. Hargrave? <http://en.wikipedia.org/wiki/Arduin>

I'm sure you must have heard of them back in mid to late '70s.

If so, what are your thoughts?

I saw them when they were originally published.

Ever see my magic item "The Vacuous Grimoire"?

Baby fat indeed :mad:

Cheerio,
Gary

Tarek

Saturday, 8th September, 2007, 08:24 PM

I got some useful lessons from reading the Arduin Grimoires; despite the completely disjointed setting, it did teach me something about building a campaign world.

Namely, that local/regional "color" is a good thing when used in moderation, and that descriptions of items and places should avoid grammar intended to elicit excitement and excessive exclamation points. Leave it to the players, and do not attempt to dictate how they feel by beating them over the head saying "be excited about this!"

In some ways, the Arduin Grimoires are worth reading, mostly as an example of what not to do when setting up a long term campaign.

There's no way I could use the actual setting, and most of the material within... okay, all of the material within... failed to fit anywhere in any of my campaign worlds, so I sold the books shortly after I acquired them.

edit: Well, I THOUGHT I'd sold them all, but there's one that I just unpacked. Considering that I don't remember packing it when I moved, I must wonder whether the curse is real...

Griffith Dragonlake

Sunday, 9th September, 2007, 02:17 AM

Quote:

*Originally Posted by **Col_Pladoh***

I saw them when they were originally published.

Ever see my magic item "The Vacuous Grimoire"?

Baby fat indeed :mad:

*Cheerio,
Gary*

A hah! That explains a lot:

Quote:

*Originally Posted by **AD&D DMG by Gary Gygax***

Vacuous Grimoire: *A book of this sort is totally impossible to tell from a normal one, although if a detect magic spell is cast, there will be a magical aura noted. Any character who opens the work and reads so much as a single glyph therein must make 2 saving throws versus magic. The first is to determine if 1 point of intelligence is lost or not, the second is to find if 2 points of wisdom are lost. Once opened and read, the vacuous grimoire remains, and it must be burned to be rid of it after first casting a remove curse spell. If the tome is placed with other books, its appearance will instantly alter to conform to one of the other works it is amongst.*

I never owned any copies of the Arduin Grimoire myself but one of my players in the late '70s loaned me his copy and I swear I must have had to make those two saving throws! :p Needless to say I never allowed any of the material into my game. The player in question did indeed try and run an Arduin module (undoubtedly because he failed both saving throws :)) but the other players and myself did not enjoy it in the least. In the end we all agreed it was a waste of time and money. Although the critical hit effect of chopping off the buttocks of the opponent does have a certain appeal, albeit juvenile. :lol:

erc1971

Wednesday, 12th September, 2007, 01:40 AM

Gary,

I have a Greyhawk question.

I am referring to the Greyhawk Campaign Setting Boxed Set that was released in '83...

On pages 63 and 64 of Guide to Greyhawk book there is a listing of deities for this setting. Throughout the years I have been gathering all info I could find on Greyhawk deities and collecting them in a binder for quick reference. However, I have not been able to find any information on a few of these deities beyond this list. I have searched high and low in a variety of TSR products and have found zero information. I was wondering if you might know where I could find more detailed information on these deities?

The deities in question are:

Cyndor, Allitur, Atroa, Berei, Bleredd, Delleb, Geshtai, Joramy, Kurell, Lirr, Myhriss, Sotillion, Telchur, Velnius, Wenta, Zodal, Rudd, and Zuoken.

Thanks,
Eric

Tarek

Wednesday, 12th September, 2007, 02:53 AM

Dragon Magazine covered a lot of these deities back "in the day."

Also, download a copy of the Living Greyhawk Campaign Sourcebook. There's some more information there.

Allitur was the Flan god of law and justice, basically the "lawyer's god." Zuoken first appeared in 2nd edition, I think, and is a baklunish demi-god or hero-god whose patron is Xan-Yae.

I just did a quick search on those deities and found a few sources on the web.

erc1971

Wednesday, 12th September, 2007, 01:00 PM

Quote:

*Originally Posted by **Tarek***

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Also, download a copy of the Living Greyhawk Campaign Sourcebook. There's some more information there.

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I just did a quick search on those deities and found a few sources on the web.

Thanks for the info.

Yes - I searched high and low in the dragon magazines - there was information on alot of deities in there, and helped fill up my binder 'o gods ;) I am not real interested in the Living Greyhawk stuff though, as it is over 20 years removed from the Gygax era at TSR, and things get changed. I would love to find 1st generation information if possible :)

Eric

Moggthegob

Wednesday, 12th September, 2007, 01:52 PM

Quote:

*Originally Posted by **erc1971***

Gary,

I have a Greyhawk question.

I am referring to the Greyhawk Campaign Setting Boxed Set that was released in '83...

On pages 63 and 64 of Guide to Greyhawk book there is a listing of deities for this setting. Throughout the years I have been gathering all info I could find on Greyhawk deities and collecting them in a binder for quick reference. However, I have not been able to find any information on a few of these deities beyond this list. I have searched high and low in a variety of TSR products and have found zero information. I was wondering if you might know where I could find more detailed information on these deities?

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Cyndor, Allitur, Atroa, Berei, Bleredd, Delleb, Geshtai, Joramy, Kurell, Lirr, Myhriss, Sotillion, Telchur, Velnius, Wenta, Zodal, Rudd, and Zuoken.

*Thanks,
Eric*

You probably already know this but on the Living greyhawk paget hey have a deity listing and fluff on a few of those notably i think Atroa, Allitur, Zuoken, Bleredd, Wenta, Geshtai, and Joramy
I just noticed that you said no LG stuff. woops. Anyway its still good info and i know that it draws on alot of different sources including those dungeon articles.

Col_Pladoh

Thursday, 13th September, 2007, 11:05 PM

Another case of failed ENW server notification of posts here... :confused:

As for the Arduin Grimoire, the tone and content were so unappealing to me that I had to both ignore it and parody it at the same time. OTOH, I have met a few decent gamers that used it for some source material, even layed a campaign based on the system. Very different strokes indeed to my way of thinking.

As for the deities lacking detail, I had at least a sentence or two on each, but to the best of my recollection all such notes were either turned over to TSR back in 1985 or lost in multiple moves prior to that date or subsequently. Of course I have virtually no recollection of their rank, powers, and concerns after so many years--and extensove research of actual mythology, adding my own material, for the finally upcoming *Lejendary Pantheons*.

Cheers,
Gary

king_ghidorah

Saturday, 15th September, 2007, 03:44 AM

Hi, Gary,

In a fit of nostalgia, I unpacked my copy of the original 3-booklet boxed set and found a reference in book I (Men and Magic), page 10 under the ability section that stated:

"Clerics can use strength on a 3 for basis in their prime requisite area (wisdom), for purposes of gaining experience only." Likewise, ther is a comment under Intelligence that "Both fighters and Clerics can use it in their prime requisite areas... on a 2 for 1 basis." Similar comments are made about wisdom for fighting men (counting 3 for 1) and magic users (2 for 1).

What the heck does that mean? That, for instance, clerics can add Wisdom + 1/3 of their Strength to determine their experience bonus?

Doug

Geoffrey

Saturday, 15th September, 2007, 04:29 PM

Gary, how did you envision mind flayers?

1. Were they native to Oerth, or
2. Did they come from another planet on the Prime Material Plane, or
3. Did they come from another plane?

Col_Pladoh

Saturday, 15th September, 2007, 04:42 PM

Quote:

*Originally Posted by **king_ghidorah***

Hi, Gary,

In a fit of nostalgia, I unpacked my copy of the original 3-booklet boxed set and found a reference in book I (Men and Magic), page 10 under the ability section that stated:

"Clerics can use strength on a 3 for basis in their prime requisite area (wisdom), for purposes of gaining experience only." Likewise, ther is a comment under Intelligence that "Both fighters and Clerics can use it in their prime requisite areas... on a 2 for 1 basis." Similar comments are made about wisdom for fighting men (counting 3 for 1) and magic users (2 for 1).

What the heck does that mean? That, for instance, clerics can add Wisdom + 1/3 of their Strength to determine their experience bonus?

Doug

You got it.

It seemed like a good idea at the time, this substitution enabling the 10% XP bonus to PCs with high abilities assoicated with but not their prime one, such as the cleric using 3 Str to equal 1 Wis.

DMs didn't think it was a particularly useful rule, so it was dropped.

Cheerio,
Gary

Col_Pladoh

Saturday, 15th September, 2007, 04:47 PM

Quote:

*Originally Posted by **Geoffrey***

Gary, how did you envision mind flayers?

1. Were they native to Oerth, or

2. Did they come from another planet on the Prime Material Plane, or

3. Did they come from another plane?

Those monstrous creatures were never native to any human planet :eek:

In my mind they came from another plane, managed to find their way to the Oerth...although they could be spacefaring aliens whose ship crashed on the planet marooning them, the occupants being sufficiently numerous to have a viable breeding population.

Cheers,
Gary

Geoffrey

Saturday, 15th September, 2007, 05:10 PM

Quote:

Originally Posted by **Col_Pladoh**

...although they [mind flayers] could be spacefaring aliens whose ship crashed on the planet marooning them, the occupants being sufficiently numerous to have a viable breeding population.

Thanks, Gary. The possibility you mentioned quoted above is the origin of mind flayers on my science-fantasy campaign world.

One more question: Do you remember who invented the assassin character class? It first appears in the Blackmoor supplement, but I know that not everything in it was authored by Dave Arneson.

Philotomy Jurament

Saturday, 15th September, 2007, 05:12 PM

Quote:

Originally Posted by **Col_Pladoh**

...they could be spacefaring aliens whose ship crashed on the planet marooning them, the occupants being sufficiently numerous to have a viable breeding population.

I love that concept for mind flayers. (Actually, I like that concept, in general; it seems like an honored element of the swords-n-sorcery tradition, to me.)

Speaking of swords-n-sorcery and fantastic tales, yesterday I received a copy of *The Anubis Murders*, published under Paizo's Planet Stories imprint. I'm looking forward to diving into it, later today. :D

Col_Pladoh

Saturday, 15th September, 2007, 05:25 PM

Quote:

Originally Posted by **Geoffrey**

Thanks, Gary. The possibility you mentioned quoted above is the origin of mind flayers on my science-fantasy campaign world.

One more question: Do you remember who invented the assassin character class? It first appears in the Blackmoor supplement, but I know that not everything in it was authored by Dave Arneson.

In point of fact the Assassin class was something I devised as a spin-off of the Thief class. Darned if I recall how much, if any, polishing Tim Kask did when he incorporated it into the *Blackmoor* manuscript he put together so as to get that D&D supplement into shape for publication.

Tim has a Q&A thread over on the Dragonsfoot boards, so you might want to query him.

Cheerio,
Gary

tylertrehobo

Saturday, 15th September, 2007, 05:27 PM

Can you elaborate on the Lovecraftian influence on mindflayers? I mean, there is a connection to Cthulhu as hinted at in the original DMG, right? (or are all of us Lovecraft fanatics just reading too much into things?)

Col_Pladoh

Saturday, 15th September, 2007, 05:30 PM

Quote:

Originally Posted by **Philotomy Jurament**

I love that concept for mind flayers. (Actually, I like that concept, in general; it seems like an honored element of the swords-n-sorcery tradition, to me.)

Speaking of swords-n-sorcery and fantastic tales, yesterday I received a copy of The Anubis Murders, published under Paizo's Planet Stories imprint. I'm looking forward to diving into it, later today. :D

How my player group disliked the Illithids when I introduced them into my campaign :lol: Most DMs liked them a lot, though...

If you enjoy the *Anubis Murders* when you read it, keep an eye out for the other two Magister Setne Inhetap mystery adventure novels, *Samarkand Solution* and *Death in Delhi*. I surely did have a good time writing the triogy.

Cheers,
Gary

All times are GMT +1. The time now is 03:59 PM.

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Gary Gygax Q&A: Part XIII

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Col_Pladoh

Saturday, 15th September, 2007, 05:34 PM

Quote:

*Originally Posted by **tylerthehobo****Can you elaborate on the Lovecraftian influence on mindflayers? I mean, there is a connection to Cthulhu as hinted at in the original DMG, right? (or are all of us Lovecraft fanatics just reading too much into things?)*

As one that enjoys the whole plethora of Lovecraftian yarns, those written by HPL and those created by his cadre of followers, I freely admit that the cover of Brian Lumely's paperback novel, *The Burrowers Beneath*, inspired me to create the D&D mind-flayer.

I hoped then that it would have been a monstrous creature that Lovecraft himself would have approved of :D

Cheerio,
Gary

tylerthehobo

Saturday, 15th September, 2007, 05:42 PM

Quote:

*Originally Posted by **Col_Pladoh****As one that enjoys the whole plethora of Lovecraftian yarns, those written by HPL and those created by his cadre of followers, I freely admit that the cover of Brian Lumely's paperback novel, *The Burrowers Beneath*, inspired me to create the D&D mind-flayer.**I hoped then that it would have been a monstrous creature that Lovecraft himself would have approved of :D**Cheerio,
Gary*

I guess in a way that makes you part of that group of folks who furthered the mythos after HPL's passing, then! :)

Col_Pladoh

Saturday, 15th September, 2007, 07:31 PM

Quote:

*Originally Posted by **tylerthehobo****I guess in a way that makes you part of that group of folks who furthered the mythos after HPL's passing, then! :)*

A lot of the mythos begun by HPL was authored by collaborative writers when he was alive.

At best any contribution I made was miniscule and marginal ;)

Cheerio,
Gary

Tewligan

Sunday, 16th September, 2007, 01:25 AM

Quote:

*Originally Posted by **Col_Pladoh****Those monstrous creatures were never native to any human planet :eek:**I my mind they came from another plane, managed to find their way to the Oerth...although they could be spacefaring aliens whose ship crashed on the planet marooning them, the occupants being sufficiently numerous to have a viable breeding population.**Cheers,
Gary*

Perhaps their ship crashed in...THE BARRIER PEAKS! Bum bum BUM!!!

Col_Pladoh

Sunday, 16th September, 2007, 04:59 PM

Quote:

Originally Posted by **Tewligan**

Perhaps their ship crashed in...THE BARRIER PEAKS! Bum bum BUM!!!

:eek:

I believe that such a starship would need to be larger than the vessel that ended up in the Barrier Peaks. I viable breeding population would need at least 500 or so individuals methinks.

Cheerio,
Gary

ghul

Sunday, 16th September, 2007, 09:17 PM

Quote:

Originally Posted by **Col_Pladoh**

:eek:

I believe that such a starship would need to be larger than the vessel that ended up in the Barrier Peaks. I viable breeding population would need at least 500 or so individuals methinks.

*Cheerio,
Gary*

What if the mind flayer males were as depicted in AD&D, but the females were some huge Cthulhoid eldritch horror capable of laying hundreds of eggs! That would be fun! :-)

Regards,
--Jeff T.

Tarek

Sunday, 16th September, 2007, 10:07 PM

IIRC, the intro to Expedition does say that this is only one module of the spacecraft in question... who knows where others might have landed?

Perhaps one crash landed, with robots and crew more or less intact, in the mysterious realms bordering the Black Ice, and another, larger segment with stasis pods containing "unclassified organisms" disappeared into the dark depths of the Hepmonaland jungle...

tintagel

Monday, 17th September, 2007, 06:07 AM

Holy Cow. I've been a long time lurker on EN World, but just found these Gary Gygax Q&A threads (yeah, I know... I know). I'm just giddy that Gary is answering questions!

First, I want you to know that I absolutely love the original T1-4 module, and have run it several times. I saw an old thread where you mentioned hanging out with Frank Mentzer, and if you still see him, please share my compliments with him on a masterpiece module.

Ok Mr. Gygax, this isn't as much of a question as it is a request for you to review my work - work that's a tribute to the Temple of Elemental Evil. Please don't be turned off - this is serious work that I hope you will find interesting - if not a bit nostalgic.

I'm running the Temple now for the 4th time since I purchased it as a kid. For the first time, however, we are converting it to 3.5E and using a virtual tabletop software (www.d20pro.com). This software lets us play directly on the maps, even over internet, and use the software to track initiative, hp, and effects. Well, I started mapping some with Dundjinni, and I got really into the artistic process of creating vivid and highly detailed maps.

I mention this only because it's what prompted me to start my project... To render the entire Temple of Elemental Evil module maps in high resolution (100 pixels / 5 ft), with details matching the Boxed text of the original module. To put things into perspective - the 1st Dungeon Level is 7,000 x 9,000 pixels in size. If printed at miniature scale, it would be 5' 10" by 7' 6" in size. Luckily, we project the image digitally, so we don't have to use that much ink... :p

These maps follow the original boxed text in the module pretty faithfully, even including small details like footprints in the Moathouse courtyard, the hidden broadsword behind a shelf in one room, and even items on tables. If the text has it, I try to include it. Our group has had a great time, and they love the details, but I thought you and Frank might be particularly interested. So far, I've mapped Nulb, the Moathouse, the Inn of the Welcome Wench, the broken tower, and the 1st dungeon level. I have also created a 3D model (& animated flyby) of the temple itself. Oh, and we also have put together a [wiki](#) for our campaign (warning: this is NOT canon!!).

Please take a moment to view my work and know that your work inspired a young kid to play this amazing game in the first place. I'm still playing, and revisiting my favorite childhood module in a new light.

My maps: <http://www.danielrivera.org/maps.htm>

Thanks for your consideration. This has made my day, week, and probably month. :)

Col_Pladoh

Monday, 17th September, 2007, 04:14 PM

Quote:

Originally Posted by **ghul**

What if the mind flayer males were as depicted in AD&D, but the females were some huge Cthulhoid eldritch horror capable of laying hundreds of eggs! That would be fun! :-)

Regards,
--Jeff T.

That idea is Alien to me...

:lol:
Gary

Col_Pladoh

Monday, 17th September, 2007, 04:17 PM

Quote:

Originally Posted by **Tarek**

IIRC, the intro to Expedition does say that this is only one module of the spacecraft in question... who knows where others might have landed?

Perhaps one crash landed, with robots and crew more or less intact, in the mysterious realms bordering the Black Ice, and another, larger segment with stasis pods containing "unclassified organisms" disappeared into the dark depths of the Hepmonaland jungle...

Plausible, assuming that the Illithids were the makers and crew of the starship. Of course they could have been collecting other life forms in their voyage through the galaxy...looking for more nutritious brains perhaps... :eek:

Cheers,
Gary

Col_Pladoh

Monday, 17th September, 2007, 04:38 PM

Quote:

Originally Posted by **tintagel**

Holy Cow. I've been a long time lurker on EN World, but just found these Gary Gygax Q&A threads (yeah, I know... I know). I'm just giddy that Gary is answering questions!

First, I want you to know that I absolutely love the original T1-4 module, and have run it several times. I saw an old thread where you mentioned hanging out with Frank Mentzer, and if you still see him, please share my compliments with him on a masterpiece module.

Howdy,

Frank is in Minoqua, WI, about four hours drive north of here (Lake Geneva). He has attended all of the Lake Geneva Gaming Conventions (three so far, all in June), including the porch party here at our house, and I saw him at GenCon XL. I will try to remember to pass along your compliments to him when next I see Frank.

Quote:

Ok Mr. Gygax, this isn't as much of a question as it is a request for you to review my work - work that's a tribute to the Temple of Elemental Evil. Please don't be turned off - this is serious work that I hope you will find interesting - if not a bit nostalgic.

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My maps: <http://www.danielrivera.org/maps.htm>

Thanks for your consideration. This has made my day, week, and probably month. :)

Well...not to disappoint you, but there is no way that I will actually review such a project in depth. I did have a brief look at the maps--very nice indeed! Note that old taverns in Europe did and still do not have seating at the bar. The bar is a plank that keeps the customers away from the

liquor supply and provides a place where the barkeep can place drinks ordered. So do get rid of the barstools in the Welcome Wench ;)

I have no idea where that map purporting to be of Nulb came from BTW. It is not one that I did, nor do I believe that Frank did it. He did only the 3rd and 4th levels of the ToEE to the best of my knowledge, stepping in to complete the place when I was too busy to get to the project in a timely manner. Of course after more than two decades I could well be wrong. I'll have to ask Frank about this.

Your project is ambitious and certainly worthwhile. I congratulate you, and it is certain that your players will very much benefit from your considerable efforts.

Cheers,
Gary

Vargo

Monday, 17th September, 2007, 05:44 PM

Gary,

The weird thing is I remember that map of Nulb - it was in the T1-4 "book" released in 1985. No idea who made it, though.

Col_Pladoh

Monday, 17th September, 2007, 11:41 PM

Quote:

*Originally Posted by **Vargo***

Gary,

The weird thing is I remember that map of Nulb - it was in the T1-4 "book" released in 1985. No idea who made it, though.

That was after I was directing such matters at TSR.

Cheers,
Gary

howandwhy99

Monday, 17th September, 2007, 11:53 PM

Hi Mr. Gygax,

In another thread around here some other posters and I are debating about how the D&D game came about. My own preference for running the game is as a modular, sort of "rules behind the screen" game where players learn as they go along. It's like using the core rules plus whatever additions the DM needs or group want to create based on actions taken by the players in the game. My thinking is D&D was created this way, that rules were added as to what was fun for the group and covered things as they became important throughout play. Things like overland travel, wandering encounters, new spells, magic items, and the like. At least this makes sense to me as AD&D grew from D&D and Mythus Prime led to many more rules.

The other side of the argument is better explained by others only that it is more of a rules focused game for the players vs. one based on simulating another reality. One of your famous AD&D DMG quotes was offered in defense of a game or rule oriented playstyle. I'm guessing you know the one, but here it is for your reference:

Ai &i i l

My thinking is you are referring to the golden age of wargames and the hobby D&D via Chainmail sprouted out of. As posters showed me in the other thread, there were quite a few RPGs out by '79 besides D&D. It's just none of them really strike me as the "realism-simulation" school you mention above. Am I wrong? Wargames seemed to be far more realism than other RPGs at the time. IMO at least. Maybe it's a little of both? Any comments you have will be appreciated.

I hope you're doing well and enjoying life. I know I am one of the many eagerly awaiting the Castle Zagyg books. Take it easy though. I'm just glad to know they are on the way.

-howandwhy99

Geoffrey

Tuesday, 18th September, 2007, 05:28 AM

Gary, in your experience do *Metamorphosis Alpha* and *Gamma World* lend themselves to long-term campaign play? Or do they tend to be too deadly for that?

Col_Pladoh

Tuesday, 18th September, 2007, 04:31 PM

Quote:

*Originally Posted by **howandwhy99***

Hi Mr. Gygax,

In another thread around here some other posters and I are debating about how the D&D game came about. My own preference for running the game is as a modular, sort of "rules behind the screen" game where players learn as they go along. It's like using the core rules plus whatever additions the DM needs or group want to create based on actions taken by the players in the game. My thinking is D&D was created this way, that rules were added as to what was fun for the group and covered things as they became important throughout play. Things like overland

travel, wandering encounters, new spells, magic items, and the like. At least this makes sense to me as AD&D grew from D&D and Mythus Prime led to many more rules.

Howdy,

As a matter of fact, I was in a design phase that sought great structure, direction, and verisimilitude when I wrote the *Mythus* game rules, and *Mythus Prime* was the result of me going back through the main work and extracting the essentials :)

Only after I got that out of my system did I return to the enlightened state where rules light is the pinnacle of FRPG rules systems...pretty much the way I was thinking when I wrote the OD&D game rules.

Quote:

The other side of the argument is better explained by others only that it is more of a rules focused game for the players vs. one based on simulating another reality. One of your famous AD&D DMG quotes was offered in defense of a game or rule oriented playstyle. I'm guessing you know the one, but here it is for your reference:

AD&D DMG [Show](#)

My thinking is you are referring to the golden age of wargames and the hobby D&D via Chainmail sprouted out of. As posters showed me in the other thread, there were quite a few RPGs out by '79 besides D&D. It's just none of them really strike me as the "realism-simulation" school you mention above. Am I wrong? Wargames seemed to be far more realism than other RPGs at the time. IMO at least. Maybe it's a little of both? Any comments you have will be appreciated.

I hope you're doing well and enjoying life. I know I am one of the many eagerly awaiting the Castle Zagyg books. Take it easy though. I'm just glad to know they are on the way.

-howandwhy99

Many vocal individuals were lamenting the lack of "realism" in RPGs when I wrote that commentary you cite in the DMG. Whether that were playing another system or attempting to turn the D&D game into a simulation matters naught, eh? In any case I stand solidly behind my original claim that the game form is one not to be taken too seriously, as it is an amusement, at most a hobby.

As for the *Castle Zagyg* project, it is moving along as planned, with the detail modules of the Town of Yggsburgh and environs in the last stages of completion, the whole slated for publication of all 24 parts by the end of the second quarter of next year.

Cheerio,
Gary

Col_Pladoh

Tuesday, 18th September, 2007, 04:36 PM

Quote:

*Originally Posted by **Geoffrey***

Gary, in your experience do Metamorphosis Alpha and Gamma World lend themselves to long-term campaign play? Or do they tend to be too deadly for that?

Veteran players can indeed play either RPG for the long-term. As a matter of fact, son Ernie, son Luke, and I all have several characters of Jim Ward's MA game campaign that began play when the game was published, or soon thereafter.

It requires a good deal of fast thinking and no little innovation, but either system can provide campaign-length play for a group that knows the game and thinks before acting.

Cheerio,
Gary

FATDRAGONGAMES

Tuesday, 18th September, 2007, 05:40 PM

Quote:

*Originally Posted by **Col_Pladoh***

As for the Castle Zagyg project, it is moving along as planned, with the detail modules of the Town of Yggsburgh and environs in the last stages of completion, the whole slated for publication of all 24 parts by the end of the second quarter of next year.

*Cheerio,
Gary*

Great news! I'm really looking forward to this.

Col_Pladoh

Tuesday, 18th September, 2007, 11:15 PM

Quote:

Originally Posted by **FATDRAGONGAMES**

Great news! I'm really looking forward to this.

The small-scale area map of the town and suburbs is now underway. It will show all the buildings detailed in the modules.

When the various interiors, especially the dungeons, are available, then the call for your excellent furnishing and features material should see even greater demand.

Cheerio,
Gary

RFisher

Wednesday, 19th September, 2007, 01:13 PM

Quote:

Originally Posted by **howandwhy99**

It's just none of them really strike me as the "realism-simulation" school you mention above.

TFT certainly looks to me like an attempt to create something like D&D but "more realistic". Arguably GURPS carried it even farther. (With "reality checks" actually being mentioned in the book.) I could probably list more if I thought about it enough.

I don't know that any game really carried simulation to the extreme, but I think there were an awful lot of games that sprung up in D&D's shadow specifically because their creators wanted D&D to be more realistic. Not completely realistic, but more realistic.

How many times even today do you get people saying that armor in D&D should reduce damage instead of reducing the chance of a hit--not because they understand they understand the mechanical implications of that change--but because they mistake "to hit rolls" & "damage rolls" as being direct simulations of the things they were named for & think such a change would be "more realistic"?

(Which is not to imply that advocating such a change means you don't understand the mechanics behind it. If you do, then I'm not talking about you. (^_^))

Geoffrey

Wednesday, 19th September, 2007, 11:05 PM

Gary, how well do you think that your Epic of Aerth would work as a campaign setting for AD&D?

Also, regarding the AD&D Fiend Folio:

Do you know why its publication was delayed for a couple of years? The FOREWORD to the Fiend Folio is dated 1979, Deities & Demigods (published in 1980) mentioned the Fiend Folio, yet the Fiend Folio wasn't actually published until 1981. Also, how good (or bad) do you think the Fiend Folio is?

haakon1

Thursday, 20th September, 2007, 02:22 AM

Quote:

Originally Posted by **howandwhy99**

The other side of the argument is better explained by others only that it is more of a rules focused game for the players vs. one based on simulating another reality. One of your famous AD&D DMG quotes was offered in defense of a game or rule oriented playstyle.

I think your realism v. rulism discussion was different from the "why do people think AD&D was a random death trap" discussion I was in, but I think it comes to the same issue. In that discussion, I came up with a theory about two different types of players that people seemed to like toying with.

Gary, have you thought about this issue? (I'm guessing yes, on every issue to do with D&D.) Do you think this is a real divide for players, and if so, what's your view on it? Do you pick a side or try to cater to both audiences when you run games?

Quoting myself on another thread:

<<

But anyhow, I think this whole argument comes down to two different views on D&D.

- View 1: The hippy view. D&D is a total immersion experience. The rules are not as important as the feel being right. The DM inventing new rules that feel right is fine. If a DM says "no plate mail in my campaign", it's not a big deal. I played in an AD&D game with no metal at all -- that was interesting, not handicapping, because the game is about having fun and "exploring the world", not winning and following rules. In this view, the DM & players are cooperative, a band making a song, not playing against each other. It's not "cheating" for the DM to have different rules or riff on new ideas as he's going along. And win or lose, live or die, isn't necessarily the point -- it's having fun playing together with your friends that counts. For players, it's character and story driven, and rules guide or are fitted to character concepts, not something that's min-maxed to make the most efficient build. In this world, a character might wear bronze armor (even though the stats are weaker) because they're a visitor from a bronze-age culture, and they like ancient Greek stuff.

- View 2: The engineer view. D&D is a game, which means it's based on rules, which must be followed like a software program. If the rules are not followed precisely and known in advance to all participants, the game is wonky and the referee is cheating. The role of the DM is not author or creator, but central processing unit, which is given direct input, makes calculations, and generates the appropriate outputs with no unwanted "creative accounting". Like any game, the point of playing D&D is to win. Both in the PvDM sense of defeating all the monsters and getting their stuff, and in the PvP of leveling up fastest and having the best (most efficient) "build". In this world, a character would only wear bronze armor if they knew there were rust monsters about.

I think both views exist in all editions, but the 1st view is likely more common with old schoolers, and the 2nd view is more common with people who grew up with computer versions of RPG's.>>

I'm happier with the first view, which I like to think is old school and Gyaxian, but since you're a rule designing grandmaster, I'm wondering if you actually like the 2nd view better? My guess is some happy median fits for you, as it does for most players, including me (I'm maybe 60% do what makes sense and is fun/40% play by the rules).

Col_Pladoh

Thursday, 20th September, 2007, 11:02 PM

Quote:

Originally Posted by **Geoffrey**

Gary, how well do you think that your Epic of Aerth would work as a campaign setting for AD&D?

It would serve well indeed if the DM went over the material carefully and adjusted portions that assumed skill-based characters...HPs I should say :lol:

Quote:

Also, regarding the AD&D Fiend Folio:

Do you know why its publication was delayed for a couple of years? The FOREWORD to the Fiend Folio is dated 1979, Deities & Demigods

(published in 1980) mentioned the *Fiend Folio*, yet the *Fiend Folio* wasn't actually published until 1981. Also, how good (or bad) do you think the *Fiend Folio* is?

The Games Workshop fellows, Ian Livingstone and Steve Jackson originally approached TSR about publishing the best entries from their magazine, *White Dwarf*, as a supplemental monsters volume. Then Don turnbull was appointed as head of TSR UK, and so the ms. went through his hands.

I found about a quarter of the entries in the FF unsuitable, and that is why there are additions therein not found in the magazine's pages. When I had gone through the material I instructed Lawrence Schick to delete the ones I had indicated. Being the pinhead he is, Lawrence ignored that direction, for he planned to leave the company soon.

That said, I found a fair number of useful critters in the work--and not just those I put into it--and were I playing AD&D I would surely use them still.

Cheers,
Gary

Col_Pladoh

Thursday, 20th September, 2007, 11:08 PM

I'll say this once again:

D&D is a game for amusement and entertainment. It is a game and nothing more, save where the dedicated player group makes it into a hobby, then it becomes a hobby game.

It is fantasy, so any attempt to have it be realistic is quite off base. As it is a role-playing game, fixation on combat is also misguided. It was never meant to be a combat simulation.

If some players find the rules too deadly for the characters I suggest that the characters' players are not very skilled not given to thinking before acting. That stated, PC death is meant to occur even when the best of players are concerned, but that is what cleric spells and wishes are meant to mitigate.

Cheers,
Gary

Geoffrey

Thursday, 20th September, 2007, 11:33 PM

Gary, I hope to DM an AD&D campaign once your *Castle Zagyg: Upper Works* is published. I'm toying with setting it in Aerth, in Falcondonia to be exact. ;)

Which reminds me: Are the entries for Heliotep and Relantl accidentally switched in the *Epic of Aerth* book? Relantl is listed as having an Egyptian heritage, language, and pantheon. Heliotep is listed as having an Atlantean language and pantheon. Should the names be switched? "Heliotep" sounds very Egyptian to me, and the name "Relantl" is clearly similar to the name "Atlantis".

airwalkrr

Friday, 21st September, 2007, 12:15 AM

Hey there Gary. I hope all is well. I have a question about the old days if you don't mind. When you were first creating the game, how did you find people to play? I am curious how you managed to spark so much interest. Did you just ask your friends to come by some evening and try it out? Did you have an ongoing rapport with fellow wargamers regarding design of the game and they desired to try it out? Something altogether different? Thanks for your time!

airwalkrr

Friday, 21st September, 2007, 12:34 AM

Quote:

Originally Posted by **tintagel**

My maps: <http://www.danielrivera.org/maps.htm>

HOLY CRAP!

You, sir, are the very definition of a labor of love. And I thought my dundjinni maps for ToEE were pretty decent. I am a fool to ever have thought so. Your work is beautiful, break-taking, and stunning all at once. You are truly an artist and a dedicated hobbyist. If I had the money, I would patronize your work. Well done, sir!

Col_Pladoh

Friday, 21st September, 2007, 05:37 PM

Quote:

Originally Posted by **Geoffrey**

Gary, I hope to DM an AD&D campaign once your *Castle Zagyg: Upper Works* is published. I'm toying with setting it in Aerth, in Falcondonia to be exact. ;)

Which reminds me: Are the entries for Heliotep and Relantl accidentally switched in the *Epic of Aerth* book? Relantl is listed as having an Egyptian heritage, language, and pantheon. Heliotep is listed as having an Atlantean language and pantheon. Should the names be switched? "Heliotep" sounds very Egyptian to me, and the name "Relantl" is clearly similar to the name "Atlantis".

Hi Geoffrey,

You are quite correct, the entry information regarding language and pantheon are switched between Heliotep and Relantl. How that happened is a puzzlement.

Hope your CZ campaign turns out to be a smashing success!

Cheers,
Gary

Col_Pladoh

Friday, 21st September, 2007, 05:57 PM

Quote:

*Originally Posted by **airwalkrr***

Hey there Gary. I hope all is well. I have a question about the old days if you don't mind. When you were first creating the game, how did you find people to play? I am curious how you managed to spark so much interest. Did you just ask your friends to come by some evening and try it out? Did you have an ongoing rapport with fellow wargamers regarding design of the game and they desired to try it out? Something altogether different? Thanks for your time!

Interesting question...especially considering since I do not remember it being asked in such a manner prior to this.

The play-test group consisted of my oldest son, Ernie, and elder daughter, Elise. Immediately thereafter I added Rob and Terry Kuntz and Don Kaye. Soon they weekend sessions included many of the members of our miniatures group, the Lake Geneva Tactical Studies Association, and nearby wargamers that belonged to the old IFW such as Bill Hoyer. We played some D&D at the GenCon in the summer of 1973, so more players came from that. The interest was essentially word of mouth. A single gamer, or a group would come for two or three adventure sessions, then go off on their own. Thus I got into the habit of not memorizing names and faces, the group was so transient that it didn't pay, save in regards to the campaign's regulars. Even that core changed a good deal over the first couple of years of play.

Cheerio,
Gary

Col_Pladoh

Friday, 21st September, 2007, 06:01 PM

Quote:

*Originally Posted by **airwalkrr***

HOLY CRAP!

You, sir, are the very definition of a labor of love. And I thought my dundjinni maps for ToEE were pretty decent. I am a fool to ever have thought so. Your work is beautiful, break-taking, and stunning all at once. You are truly an artist and a dedicated hobbyist. If I had the money, I would patronize your work. Well done, sir!

Absolutely!

I guess my hand-drawn and hand-colored maps do not quite come up to the artistry of those.... :uhoh:

:lol:
Gary

old school gamer

Friday, 21st September, 2007, 06:27 PM

Hey Gary,

I was just curious of your opinion of other non-D&D RPG's out there. What is your opinion of the Basic RolePlaying System from Chaosium and other non-class/level game like GURPS and Hero System?

I would really be curious concerning game such as Call of Cthulhu and Runequest as they have almost as much history as D&D.

Appreciate any comments you may have.

Col_Pladoh

Friday, 21st September, 2007, 07:09 PM

Quote:

*Originally Posted by **old school gamer***

Hey Gary,

I was just curious of your opinion of other non-D&D RPG's out there. What is your opinion of the Basic RolePlaying System from Chaosium and other non-class/level game like GURPS and Hero System?

I would really be curious concerning game such as Call of Cthulhu and Runequest as they have almost as much history as D&D.

Appreciate any comments you may have.

Heh,

As a busy designer that does not care to "borrow" ideas from others doing like work, I can speak only to the CoC game. I enjoy that a good deal, although I have not had the opportunity to play in many years.

Of course I played and generally enjoyed all of the RPGs that TSR published.

I add that the *Legendary Adventure* FRPG is not class and level based, but to the best of my knowledge and belief does not resemble any of the other FRPGs also not class and level based. The LA game system is the one I now prefer to all others.

Garnfellow

Friday, 21st September, 2007, 07:51 PM

Pseudo-Undead

Gary,

Did you develop the pseudo-undead in the MMII? And if so, what was the story behind them?

Col_Pladoh

Friday, 21st September, 2007, 10:30 PM

Quote:

*Originally Posted by **Garnfellow***

Gary,

Did you develop the pseudo-undead in the MMII? And if so, what was the story behind them?

While I dislike admitting it, darned if I can recall the originator of the pseudo-undead concept.

I liked it as it gave the clerics something to fret about when they went into turning mode. Once in a while having the seemingly undead monster threatening not subject to that clerical power made adventures a bit more uncertain and exciting.

Cheers,
Gary

Valiant

Friday, 21st September, 2007, 11:23 PM

Greetings Gary,
You wrote: -The LA game system is the one I now prefer to all others.-

I haven't played LA extensively, nor have I been following its development recently, though my group did play early last Spring. I have a few questions that I hope you don't mind answering:

1. When might we see a new release of the core system, and are you working on any revisions or major changes? Or, have you moved on completely to C&C?
2. Have you worked out a way to make beginning characters weaker, starting out in LA is like starting out around 6th or 7th in 1E. I miss the feeling that I'm starting out not much better than the average guy, it allows me to develop my PC more somehow.
3. Have you ever considered making an LA basic (something cut down in complexity and length that kids could understand more easily. Perhaps with a Dungeon like presentation map/playing board.

Thanks in advance, and have a great day!

old school gamer

Saturday, 22nd September, 2007, 04:36 AM

Quote:

*Originally Posted by **Col_Pladoh***

Heh,

As a busy designer that does not care to "borrow" ideas from others doing like work, I can speak only to the CoC game. I enjoy that a good deal, although I have not had the opportunity to play in many years.

Of course I played and generally enjoyed all of the RPGs that TSR published.

*I add that the *Legendary Adventure* FRPG is not class and level based, but to the best of my knowledge and belief does not resemble any of the other FRPGs also not class and level based. The LA game system is the one I now prefer to all others.*

Did you ever play Marvel SuperHeroes?

Geoffrey

Saturday, 22nd September, 2007, 06:34 AM

Quote:

*Originally Posted by **Valiant***

Have you ever considered making an LA basic (something cut down in complexity and length that kids could understand more easily. Perhaps with a Dungeon like presentation map/playing board.

While I'm not trying to speak for Gary, this might be the sort of thing you're looking for:

<http://www.trolllord.com/newsite/lejendary/3350.html>

Geoffrey

Saturday, 22nd September, 2007, 06:46 AM

Gary, I understand that the world of Aerth is a fleshing-out of what was in part undeveloped and/or implicit in your original Greyhawk campaign world. How did the counter-earth of Phaeree figure into your original D&D campaign world? Did you always envision most of the non-human critters (elves, giants, dragons, etc.) as being "away from home [i. e., Phaeree]" when on Oerth? Or was Aerth's Phaeree a later conception? In either case, it is a most intriguing way of presenting a solid ecology for a fantasy world. It allows for a magical "alternate Earth" setting, allowing it to remain humanocentric and answering the question, "How can these monsters be here without totally screwing-up the world's ecology?" [Answer: The monsters aren't native to the campaign world. They are interlopers from another world, arriving here through magical gates.]

And once again let me congratulate you on your Epic of Aerth book. It is simply packed with good stuff. It allows one (with ease and facility) to incorporate ANYTHING he reads (mythology, legendry, fantasy or horror fiction) or watches (fantasy and old Universal studios films, etc.) into the campaign world. There is a ready-made slot for everything, whether the various lost worlds of A. Merritt, Posnansky's Tiahuanaco, Chinese gods, Cthulhu, or what-have-you. I truly believe that the *Epic of Aerth* book is one of the classics of FRPG books, ranking up there with your AD&D Dungeon Masters Guide.

Also, regarding your Castle Zagyg products: How high a level of characters can reasonably adventure in the depths of the castle's dungeons?

Col_Pladoh

Saturday, 22nd September, 2007, 11:49 PM

Quote:

Originally Posted by **Valiant**

Greetings Gary,

You wrote: -The LA game system is the one I now prefer to all others.-

I haven't played LA extensively, nor have I been following its development recently, though my group did play early last Spring. I have a few questions that I hope you don't mind answering:

1. When might we see a new release of the core system, and are you working on any revisions or major changes? Or, have you moved on completely to C&C?

2. Have you worked out a way to make begining characters weaker, starting out in LA is like starting out around 6th or 7th in 1E. I miss the feeling that I'm starting out not much better then the average guy, it allows me to develop my PC more somehow.

3. Have you ever considered making an LA basic (something cut down in complexity and length that kids could understand more easily. Perhaps with a Dungeon like presentation map/playing board.

Thanks in advance, and have a great day!

A revised, mostly expansions of material and a few rules clarifications, edition of the core rules will be coming from Troll Lord Games in hardback format in the coming months.

As a matter of fact i play very little C&C and mostly run an LA compaign when I RPG.

The LA game Avatar is deliberately more able than a beginning PC so that the full scope of adventure possibilities is open to participants. Any Lejend Master can easily reduce the beginning capacity of Avatars by limiting the percentage multiplier of chosen Abilities and making the default one a mere 5 score if so desired. Merit awards will need to be increased at first and then cut back. Something like 300-400 per hour of active play should provide sufficient progress towards original starting capacity.

While I do not think that the LA game is at all complex, there is the LA *Essentials* boxed set produced by Troll Lord Games, and also the LA *Quickstart Rules* available as a free download.

Col_Pladoh

Saturday, 22nd September, 2007, 11:51 PM

Quote:

Originally Posted by **old school gamer**

Did you ever play Marvel SuperHeroes?

No, as I've never been into superhero RPGs. Akthough I have nothing against it, the genre just doesn't grab me.

Gary Gygax Q&A: Part XIII

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Col_Pladoh

Sunday, 23rd September, 2007, 12:01 AM

Quote:

Originally Posted by **Geoffrey**

Gary, I understand that the world of Aerth is a fleshing-out of what was in part undeveloped and/or implicit in your original Greyhawk campaign world. How did the counter-earth of Phaeree figure into your original D&D campaign world? Did you always envision most of the non-human critters (elves, giants, dragons, etc.) as being "away from home [i. e., Phaeree]" when on Oerth? Or was Aerth's Phaeree a later conception? In either case, it is a most intriguing way of presenting a solid ecology for a fantasy world. It allows for a magical "alternate Earth" setting, allowing it to remain humanocentric and answering the question, "How can these monsters be here without totally screwing-up the world's ecology?"

[Answer: The monsters aren't native to the campaign world. They are interlopers from another world, arriving here through magical gates.]

And once again let me congratulate you on your Epic of Aerth book. It is simply packed with good stuff. It allows one (with ease and facility) to incorporate ANYTHING he reads (mythology, legendry, fantasy or horror fiction) or watches (fantasy and old Universal studios films, etc.) into the campaign world. There is a ready-made slot for everything, whether the various lost worlds of A. Merritt, Posnansky's Tiahuanaco, Chinese gods, Cthulhu, or what-have-you. I truly believe that the Epic of Aerth book is one of the classics of FRPG books, ranking up there with your AD&D Dungeon Masters Guide.

Also, regarding your Castle Zagyg products: How high a level of characters can reasonably adventure in the depths of the castle's dungeons?

I always assumed that the strange creatures in the D&D fantasy world were natives of another world. This is implicit in most folklore and fantasy alike. I simply did not elucidate that until I write the Mythus rules and detailed its world setting Aerth.

So thank you for the very kind words in regards my creative efforts in presenting RPG concepts.

In the *Legendary Earth* (Learth) world setting I have included the concept of alternate worlds for the non-human races and most monstrous creatures as well, and added another concept I have not actually spent a lot of time explaining, 3D space anomalies. The setting for the LA game-based novel *Eye of Glory* is a land that is on Learth but anomalies. the surface area it takes up on the planet is only about 1/100th of its actual size, and entering the place is possible only in a special location or two, rather as one must assume Shangri-la exists and is accessed.

Cheers,

Gary (in haste to have a pre-dinner cocktail :lol:)

RFisher

Tuesday, 25th September, 2007, 01:21 PM

Quote:

Originally Posted by **Col_Pladoh**

As it is a role-playing game, fixation on combat is also misguided. It was never meant to be a combat simulation.

Strange that I read so many things that try to tell me that oD&D was mostly still a wargame & hardly worth being called a role-playing game at all.

(But then, I somehow suspect that if those same people had played at your sand-table pre-D&D they might have come away saying that it wasn't a proper "wargame". (^_^))

Reynard

Wednesday, 26th September, 2007, 03:55 AM

Gary:

A friend of mine let me borrow "Best of Dragon" Vol II (as I am on a bit of an old dragon magazine binge right now) and I just read your essay on D&D's Vancian magic system and why it was created the way it was.

Pure awesome.

Thanks.

Col_Pladoh

Wednesday, 26th September, 2007, 05:48 PM

Quote:

Originally Posted by **Reynard**

Gary:

A friend of mine let me borrow "Best of Dragon" Vol II (as I am on a bit of an old dragon magazine binge right now) and I just read your essay on D&D's Vancian magic system and why it was created the way it was.

Pure awesome.

Thanks.

I am pleased that you enjoyed the article.

The "memorize then fire and forget" principal for casting spells Jack Vance assumed in his fantasy stories seemed perfect to me for use by D&D magic-users. IT required forethought by the player and limited the power of the class all at once. I still like the concept even though I have gone to a manical energy point system in the *Lejendary Adventure* RPG.

Cheerio,
Gary

rossik

Wednesday, 26th September, 2007, 06:30 PM

Hi gary, long time since i read your replys ;)

my question is about magical weapon with "+"

when a player find a +1 short swort, for exemple, do you allways describe it as a very good sword?
and when that player uses the sword, do you tell him to add +1 or do you keep to yourself, till the player "pay" for some spell to identify, or till the player uses that sword a lot..or something else?

tx

Col_Pladoh

Wednesday, 26th September, 2007, 07:29 PM

Quote:

*Originally Posted by **rossik***

Hi gary, long time since i read your replys ;)

my question is about magical weapon with "+"

*when a player find a +1 short swort, for exemple, do you allways describe it as a very good sword?
and when that player uses the sword, do you tell him to add +1 or do you keep to yourself, till the player "pay" for some spell to identify, or till the player uses that sword a lot..or something else?*

tx

Howdy!

Indeed, it is logical to assume that most magic items are of fine construction, so when a magic sword is discovered I generally describe it as a beautifully crafted blade. As to the potency of such an item, if the PC examining and testing it has experience with magic weapons of the same sort, the bonus will be reatively easy to determing. Special properties will not be so likely to be discovered by trial and error. For such questions, as well as for examination by those unfamiliar with the class of magic item, I do require that a magical examination of the item be made in order to know exactly what it is.

Cheers,
Gary

rossik

Wednesday, 26th September, 2007, 11:19 PM

i see, great point. but do you say to the player , after he tested, "its a +1 sword"?

Transit

Thursday, 27th September, 2007, 05:34 PM

Gary,

(Sorry to interrupt the "+1 sword" discussion - I'm interested in hearing that answer as well, but...)

I've noticed that this seller on Ebay seems to have an inexhaustable supply of 3x5 cards with autographs from "Inventor Dungeons & Dragons Gary Gygax" on them. They aren't signed TO anyone; they just have random phrases like "Magical Moments" or "Fantastic Best" and a signature.

<http://cgi.ebay.com/ws/eBayISAPI.dll...ADME:B:SS:US:1>

So did you ever spend time signing stacks of 3x5 cards like this, or is this guy ripping people off using a forgery of your good name?

And frankly, if they are genuine, then a 99 cent starting bid is an insult, just an insult I tell ya!

Col_Pladoh

Friday, 28th September, 2007, 03:59 PM

Quote:

*Originally Posted by **rossik***

i see, great point. but do you say to the player , after he tested, "its a +1 sword"?

Sure...

If the PC doing the testing has used a +1 sword before. Otherwise all I say is that the weapon seems superior to other swords he had wielded.

Cheerio,
Gary

Col_Pladoh

Friday, 28th September, 2007, 04:05 PM

Quote:

*Originally Posted by **Transit***

Gary,

(Sorry to interrupt the "+1 sword" discussion - I'm interested in hearing that answer as well, but...)

I've noticed that this seller on Ebay seems to have an inexhaustable supply of 3x5 cards with autographs from "Inventor Dungeons & Dragons Gary Gygax" on them. They aren't signed TO anyone; they just have random phrases like "Magical Moments" or "Fantastic Best" and a signature.

<http://cgi.ebay.com/ws/eBayISAPI.dll...ADME:B:SS:US:1>

So did you ever spend time signing stacks of 3x5 cards like this, or is this guy ripping people off using a forgery of your good name?

And frankly, if they are genuine, then a 99 cent starting bid is an insult, just an insult I tell ya!

As a matter of fact I recall signing a few 3 x 5 index cards some years back, and in looking at the pic of the one he has for sale, the writing and signature are definately my own.

As for the bid, I think the \$.99 is fair, as I never charge for an authgraph and have doen many hundreds of them just this year. It isn't as if they are rare :lol:

Cheerio,
Gary

Geoffrey

Friday, 28th September, 2007, 05:15 PM

Gary, I am interested in getting the Learth Gazetteer: <http://index.rpg.net/display-entry.phtml?mainid=7239>

Was it published in book form, or only in pdf? I'm having a bit more trouble finding a copy than I thought I would.

Also, how close is "too close" for you for a fantasy Earth setting? Your Aerth is pretty darn close to the actual Earth. How close could it get? What about (for example) an Earth with geography and history virtually identical to our own, set in circa A. D. 1500, BUT with no gunpowder and with only historically insignificant magic and monsters? By "historically insignificant" I mean that such things tend to be in far, out-of-the-way places, and tend to be encountered only by adventurers specifically looking for them. A fantastical dungeon, for example, filled with all sorts of D&D goodness would fit in the campaign. A horde of gnolls besieging Constantinople, however, would not. The former would be able to escape the historian's eye, while the latter could not.

Col_Pladoh

Friday, 28th September, 2007, 07:24 PM

Quote:

*Originally Posted by **Geoffrey***

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Was it published in book form, or only in pdf? I'm having a bit more trouble finding a copy than I thought I would.

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Howdy,

The LA Gazetteer is available in paperback edition from Inner City Game Designs: <http://www.fuzzyheroes.com/catalog.php> There are two more parts yet to be completed to complete the description of the nations of Learth.

I see no problem with having a fantasy RPG setting very much like our own earth, but to make it more interesting I would surely have both some different and suprising geographical features but also some considerable differences in both technology and history.

Cheerio,
Gary

JohnRTroy

Friday, 28th September, 2007, 07:51 PM

Just to comment on the differences.

AErth is more of a "pure" parallel to our historical earth, assuming several different things--differences in biosphere (the hollow inner AErth world inside and the subterranean), more continents (Atlantis and Lemuria) and their civilizations affecting history (AEgypt learned from Atlantis), and differences in world history post-middle ages--there's more cross-pollination of traditions from east and west, technology doesn't work and wasn't explored as much, and the Western Hemisphere is pretty much what it would be like with Petty colonies on the West Coast being the only changes, with the indigenous "Indian" empires still existing. Most of the non-humans would reside in the subterra area or on Phaeree (the parallel world where most of your "classic fantasy" races reside), or in isolated areas of society--with gnomes being the chief traders between AErth and Phaeree. You occasionally have wild creatures wandering the wilderness, and the undead or extra-dimensional creatures bugging people.

Learth is a little looser. History was much different, and while there are some rough historical parallels (Pantheons all based on historical empires, cultures having rough analogs to what we'd expect on Earth), history was much different and resulted in vast empires rising and falling, a common language used throughout the world, and states fitting more classic fantasy. So Learth has more of a Greyhawkish feel to it. We really don't know all that much about the Alfar dimensional matrix, or the subterra realms. There are a lot of Alfar around, still a minority compared to humans, but lots of small tribes, petty kingdoms, etc. Also a lot more "monstrosities" released, such as the Bestalia (humans devolved to beasts), Mamalia (humanoids mutated from animal or insect stock), and Demoniacles (humanoid-nethercreature hybrids).

Which do I like better--it's hard to say. Right now I still give AErth a little bit of a greater appeal to me, probably because of the details of the Phaeree realm and subterranean realms and the Inner AErth--and it has a few more details lacking in the other setting. But I like what I've seen of Learth so far as well.

Geoffrey

Friday, 28th September, 2007, 07:58 PM

Quote:

*Originally Posted by **Col_Pladoh***

The LA Gazetteer is available in paperback edition from Inner City Game Designs: <http://www.fuzzyheroes.com/catalog.php> There are two more parts yet to be completed to complete the description of the nations of Learth.

Thanks for the link! :) What is the difference between the Standard Edition and the Author's Edition of the Gazetteer?

John, thanks for your very valuable contrast between AErth and Learth. :)

Col_Pladoh

Friday, 28th September, 2007, 11:27 PM

Quote:

*Originally Posted by **Geoffrey***

Thanks for the link! :) What is the difference between the Standard Edition and the Author's Edition of the Gazetteer?

John, thanks for your very valuable contrast between AErth and Learth. :)

The Author's Edition has a page noting it is that...and my signature.

John is a great fellow and often assists me with my creative projects. His brief aeeay comparing and cintrasting the two world settings is accurate.

Cheerio,
Gary

SuStel

Friday, 28th September, 2007, 11:28 PM

Quote:

*Originally Posted by **Col_Pladoh***

If the PC doing the testing has used a +1 sword before. Otherwise all I say is that the weapon seems siperior to other swords he had weilded.

Ah, but how does he *know* he's used a +1 sword before? ;)

Col_Pladoh

Friday, 28th September, 2007, 11:45 PM

Quote:

*Originally Posted by **SuStel***

Ah, but how does he know he's used a +1 sword before? ;)

Phooey!

A piece iof cake.

A m-u lDed it, or someone knowledgeable and reusted did the same for the character.

Cheerio,

Tarek

Saturday, 29th September, 2007, 03:04 AM

Yeah, trust is always an issue when ID'ing magic items.

My DM once told me that my character had *identified* a ring as a Ring of Multiple Wishes (fully charged). Now, since this was my secondary character who was identifying it for a different group of characters than the one he normally adventured with, he had the opportunity to, shall we say, mislead the party who had hired him and buy the ring at far below its perceived value.

My character failed to take advantage of the opportunity (he was chaotic, but basically honest) and, yes, the ring did turn out to be a Ring of Delusion. I'm glad the Paladin got saddled with that one. :)

As for ID'ing magic swords... there's a pretty simple test for 1st edition based on a logical extension of existing rules. If the magic sword can bite into stone, it's a +2 weapon. If it can bite into iron, it's a +3 weapon. If it can bite into iron and it is made of adamantine, then it's a +4 or +5 weapon.

This is based on various tidbits of lore regarding magic weapons, and the fact that in 1st edition, you needed a +2 weapon to harm a Stone Golem and a +3 weapon to harm an Iron Golem.

Col_Pladoh

Monday, 1st October, 2007, 04:02 PM

Sure,

A ring of delusion can indeed mislead a mage as well as anyone else, if the examination is done without checking for curse and misinformation.

As for the value of magical blades what you suggest is fine but add" "Can bite into _____ without dulling the weapon's edge."

:)
Gary

Griffith Dragonlake

Monday, 1st October, 2007, 06:41 PM

Quote:

*Originally Posted by **Col_Pladoh***

I always assumed that the strange creatures in the D&D fantasy world were natives of another world. This is implicit in most folklore and fantasy alike. I simply did not elucidate that until I write the Mythus rules and detailed its world setting Aerth.

I agree that this is certainly the case for the Celtic mythology with strange creatures being from the Otherworld. But I don't think the Greeks thought that way. Granted all of their strange creatures had one or both parents that were not Human but most were not natives of another world. Centaurs for example were common enough to attend weddings. Many of the true monsters (single creatures) were born of Earth (Gaia) and Tartarus. Whereas all the various and sundry nymphs, naiads, etc. were spirits of a particular place on Earth. You could argue that the Norse saw the Giants and Trolls as being from another world (Jotunheim) but I think a more accurate interpretation is that Giants, Trolls, Jotuns (Titans), Dwarves, and Elves were outlanders. The Norse term "utgard" IIRC translates literally to 'out-yard'. That is, the 'strange creatures' were in the wilderness and away from the settled lands.

There's nothing wrong at all to suggest that D&D strange creatures came from a different dimension or world or perhaps a wizard's experiment. Plausible arguments certainly. I just can't get being the argument that strange creatures as natives of another world are implicit in folklore. Modern fantasy stories, perhaps. But not the folklore and mythology of our ancestors.

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Gary Gygax Q&A: Part XIII

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Tarek

Monday, 1st October, 2007, 06:47 PM

Quote:

Originally Posted by Col_Pladoh

Sure,

*A ring of delusion can indeed mislead a mage as well as anyone else, if the examination is done without checking for curse and misinformation.**As for the value of magical blades what you suggest is fine but add" "Can bite into _____ without dulling the weapon's edge."*

:)

Gary

Ah, yes... Also, the trick was that if you're wrong when you attempt the test (trying to cut iron with a +1 blade), the weapon had to save vs. crushing blow. :)

A pretty easy save to make, especially for a magic item, but still risky.

I always thought that Magic Resistance was a pretty clear indication that the creature was "not from around here" in whole or in part. Drow corrupted by demon blood, faerie coming from the faerie realm, and so forth.

Col_Pladoh

Monday, 1st October, 2007, 10:18 PM

Quote:

*Originally Posted by Griffith Dragonlake**I agree that this is certainly the case for the Celtic mythology with strange creatures being from the Otherworld. But I don't think the Greeks thought that way...*

Nor did many other ancient peoples who left behind their mythologies for us. However, the general tenor of most FRPG world settings is the medieval ala Europe, and that means mainly the British and Scandanavian influence with a touch of the French folklore--all other world origination for most strange races.

As for the Greco-Roman, most of their strange races were linked to Pan-Faunus, their monsters being spawned by deities. In my treatment of the latter they are thus all some low to moderate rank of deity.

Cheerio,
Gary

grodog

Monday, 8th October, 2007, 06:20 AM

Hi again Gary---

In the AD&D DMG, you wrote useful guidelines about the importance of time management for campaign play. How important was time management in the GH campaign when you ran it (both alone, and with Rob), and how did you manage to keep straight the multitudes of PCs running around in the Castle, City, and Outdoors???

I've always found time management to be something that I've enjoyed about campaign-level DMing, but haven't generally found much in the way of tools to assist in that endeavor. Any thoughts, anecdotes, or examples of how to do it (well or poorly) beyond what you detailed in the DMG would be appreciated.

Thanks, as always! :D

Col_Pladoh

Monday, 8th October, 2007, 03:22 PM

Quote:

*Originally Posted by grodog**Hi again Gary---**In the AD&D DMG, you wrote useful guidelines about the importance of time management for campaign play. How important was time management in the GH campaign when you ran it (both alone, and with Rob), and how did you manage to keep straight the multitudes of PCs running around in the Castle, City, and Outdoors???**I've always found time management to be something that I've enjoyed about campaign-level DMing, but haven't generally found much in the way*

of tools to assist in that endeavor. Any thoughts, anecdotes, or examples of how to do it (well or poorly) beyond what you detailed in the DMG would be appreciated.

Thanks, as always! :D

Howdy Alan,

The reason that most regular players in the campaign had two or more PCs was for the very reason you mention, timelines in the campaign.

Dungeon adventures are relatively short in that regard, and thus they are easy to keep track of. A sheet of paper with a running count of days suffices until some of the group heads for an outdoor adventure. Then one must keep track of days, weeks, and possibly months.

Neither Rob nor I were sticklers for exact dates. When the main party of players was engaged in a trek somewhere, others could do likewise, delve underground, or just sit around and await the return of the main PCs. A rough estimate of time passed relative to the separate PC groups sufficed for eventual rejoining.

When only one or two PCs were off on a long adventure somewhere, we would usually speed time for the others if they wanted to eventually catch up with the wanderer(s).

Group play is far more important than timekeeping in an RPG.

Cheerio,
Gary

Forrester

Wednesday, 10th October, 2007, 06:26 AM

This is your chance to make amends, Gary.

A statement of support would go a long way towards healing the damage your 1st edition Monster Manual caused the Goblin race.

(Also -- what the hell was up with elves having beards in Chainmail?!)

www.goblindefensefund.org

Col_Pladoh

Wednesday, 10th October, 2007, 03:39 PM

Quote:

Originally Posted by **Forrester**

A statement of support would go a long way towards healing the damage your 1st edition Monster Manual caused the Goblin race.

(Also -- what the hell was up with elves having beards in Chainmail?!)

www.goblindefensefund.org

Hmmm...

I do not recall anything about bearded elves in Chainmail. OTOH, we all know that Santa Claus is a "right jolly old elf," and he assuredly has a fine beard, no?

Now as to Goblins, check them out in the *Legendary Adventure* game. They are really bad news for the average adventuring Avatar. Here they are from my original ms. dealing with creatures. Note Health (H) for a normal human is in the 20 range, for a player's Avatar 40-60:

Goblin: Alfar Humanoid: 1-6+ (Communities number from 100 to 400 individuals, all of whom will be combatants): The goblin race is the fiercest of the primarily nocturnal and commonly subterranean Malicious Alfar. Goblins look very much like big hobgoblins, with an average height of five and a half feet, a thick and rotund body, thin but muscular arms and legs, and a skin color ranging from dark pink to maroon. The goblin race has a most devilish look with a big head with bony forehead protrusions above the eyes, close-set and slanted pea-green or dull maroon eyes, long and hooked nose, huge and toothy mouth, and large pointed ears. Goblins tend to dress in purples and blacks.

The goblin race possess intelligence equal to human-average, and find their pleasure in raiding, killing, looting, and pillage. Much like their weaker kin, the hobgoblins, goblins are concerned mostly with ease, revelry, and sloth, almost always having slaves do their work, so they too are thus sometimes caught unprepared by wily foes seeking revenge. However, woe to the human intruder who stumbles unknowingly upon a band of goblins, let alone into one of their communities.

Goblin communities are concealed in wilderness places or underground in caves or old mines. The great goblin there will have a hoard of coins and Extraordinary items with a value whose sum is equal to the individual wealth of all his subjects combined, plus an equal value in precious objects ranging from gems to objects d'art.

Goblins have senses superior equal to the human norm, can see very well in pitch darkness, but light conditions are near the reverse of human, so full sunlight is like a dim twilight to their eyes.

Although they can neither transport themselves nor become invisible, goblins are naturally of very strong, can move quietly and likewise conceal themselves in ambush (80% stealth and waylaying Ability), and have a natural resistance to both heat (including fire) and cold such as to serve as a constant 25% (-5) protection against harm from either extreme.

All of this race is much alike and whether male or female are combatants. Immature goblins (called goblin imps) do not fight and will cower or flee if threatened. Individuals of all sorts possess physique Ability in the range of +1 to +8.

The goblin "harasser" is a sort of group leader, and one will always be present in any group of 4 or more common goblins, and in large arrays of them, one in 10 will be of this sort. Each harasser possesses a random Extraordinary enchantment-like Power, not conveying the general enchantment Ability. The Power can be activated usually once per day only, and it does not require either a memory tablet or AEPs, but is innate

to the individual brownie. The great goblins also possess the ability to use these Powers, each having two. Typical Powers are:

- 1) Extinguish a small sort of fire (as large as a normal campfire, for instance) within sight and 80 feet distance in one second of time.
 - 2) Start a small fire in combustible material within sight and 40 feet distance in one second of time.
 - 3) Cause an oncoming individual within 20 feet to stumble and sprawl prone in one second of time.
 - 4) Reverse in one-tenth second of time the flight of one normal missile in sight and within 100 feet distance so as to send it back at its launcher (but with the goblin's Precision in regards to hitting).
 - 5) Send a wave of nausea in one second of time to one individual within sight and not more than 20 feet distance so as to make any action attempted to be made at half-normal chance for success.
 - 6) Create 2-5 illusory duplicates of itself that are indistinguishable from the actual goblin and which mimic the real one's every action.
- There will be one to three shamans in each community and at least one with any force of 20 or more goblins. A great goblin, one per community or leading a large force of 40 or more goblins, will always have maximum physique of +8.

Common Goblin: H: 41-60. P: 31-50. S: 10-13. A&A: typically any weapon such as a light crossbow with 20 quarrels, club and heavy knife, or short pole-arm and long dagger, spear and curved cutting sword, or cleaver and knife; 40% (-8) armor due to leather garb and a minimal preternatural energy that conveys 20% (-4) protection against even supernatural harm. Also 25% (-5) protection against fire as noted above.

Wealth in contemporary terms is in the range of \$500-\$5,000 in coins. There is no chance for an Extraordinary object.

Goblin Harasser: H: 56-75. P: 46-65. S: 12-15. A&A: one Power and such weapons as bolos and hatchet or lasso and cleaver all with +5-8 strength Ability bonus; buckler (30%/-6 vs. one opponent) and 60% (-12) armor due to leather garb and preternatural energy that conveys 30% (-6) protection against even supernatural harm. Also 25% (-5) protection against fire as noted above.

Wealth in contemporary terms is in the range of \$2,000-\$8,000 in coins and a like amount in crystals and gems. There is a 15% chance each for 1 very minimal, 1 minimal, 1 low moderate, and/or 1 moderate Extraordinary object.

Goblin Shaman: H: 41-70. P: 31-60. S: 14-17. A&A: from four to eight Powers of Extraordinary Ability sort of enchantment, geourgy, necrourgy, sorcery, and theurgy in any mix, plus weapon such as flail or thrusting sword with 1-4 strength Ability bonus; 70% armor due to leather garb and a preternatural energy that conveys 40% (-8) protection against even supernatural harm. Also 25% (-5) protection against fire as noted above.

Wealth in contemporary terms is in the range of \$5,000-\$12,000 in coins and a like amount in crystals and gems. There is a 40% chance each for 1-4 very minimal, 1-3 minimal, and 1-2 low moderate Extraordinary objects, and a 20% chance each for 1 moderate, 1 good, 1 good, 1 very good, 1 strong, 1 very strong, and/or 1 major Extraordinary object.

Great Goblin: H: 76-95. P: 66-85. S: 13-16. A&A: weapons such as a spiked club and great cleaver each attacking in an ABC, with strength Ability bonus of 9-12; 80% (-16) armor due to leather garb reinforced with horn plates and a preternatural energy that conveys 50% (-10) protection against even supernatural harm. Also 25% (-5) protection against fire as noted above.

Wealth in contemporary terms is in the range of \$5,000-\$30,000 in coin and like amounts in crystals/gems and in jewelry. There is a 60% chance each for 1-4 very minimal, 1-3 minimal, and 1-2 low moderate Extraordinary object; a 40% chance each for 1 moderate, 1 good, and 1 very good Extraordinary object; and a 20% chance each for 1 very good, 1 strong, one very strong, and one major Extraordinary object.

Goblins are not prone to associate with any other sorts of creatures, but they are known to band with trogs, trolls, and orcs when there is need.

There's sme respect methinks!

:lol:
Gary

JamesM

Wednesday, 10th October, 2007, 04:05 PM

Mr. Gygax,

You've spoken at length over the years about the literary inspirations for *D&D*, but I'm not sure I recall your ever having specified a story or two (by an author other than yourself) that you felt really captured the spirit of the game better than any other. What I mean to ask is this: is there, say, a particular tale of Fafhrd and the Gray Mouser or a story of Kothar or Kyric that you feel provides a good example of what you wanted to do with *D&D*?

On an unrelated note, I'd like to thank you for creating this hobby I've enjoyed most of my life. One of my prize possessions remains a copy of the French translation of the Basic set you signed with the phrase "May the Dice be with you!" I was tickled as a child to own something autographed by the Great Man himself -- and still am.

Thanks!

Col_Pladoh

Wednesday, 10th October, 2007, 04:48 PM

Quote:

*Originally Posted by **JamesM***

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Thanks!

While the adventures in a D&D game are evocative of many a tale or derring do, heroic or base, tragic or comedic, I did not attempt to design a game that would create such stories but rather give the sense of living one. So top the point, I can not point to any particular author or yarn that typifies the spirit of the D&D game. It comes from a mix of fable and fantasy fiction, mythology and mystery, action and adventure of factual and fairy tale admixture that transcends any one work, and any single author, myself included. In truth the D&D game belongs to game master equally with the source of the rules.

Now as to your words of praise, I humbly thank you. It is most encouraging to me as a game designer to be made aware of how much my efforts to share entertainment with others have succeeded.

Cheers,
Gary

Forrester

Wednesday, 10th October, 2007, 09:09 PM

Quote:

Originally Posted by **Col_Pladoh**

Hmmm...

I do not recall anything about bearded elves in Chainmail. OTOH, we all know that Santa Claus is a "right jolly old elf," and he assuredly has a fine beard, no?

Now as to Goblins, check them out in the Legendary Adventure game. They are really bad news for the average adventuring Avatar. Here they are from my original ms. dealing with creatures. Note Health (H) for a normal human is in the 20 range, for a player's Avatar 40-60:

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The goblin race possess intelligence equal to human-average, and find their pleasure in raiding, killing, looting, and pillage. Much like their weaker kin, the hobgoblins, goblins are concerned mostly with ease, revelry, and sloth, almost always having slaves do their work, so they too are thus sometimes caught unprepared by wily foes seeking revenge. However, woe to the human intruder who stumbles unknowingly upon a band of goblins, let alone into one of their communities.

. . .

There's sme respect methinks!

:lol:
Gary

Gary, Gary, Gary . . . well, I have to say that at least nobody can accuse these gobbies of being cannon fodder. And it's good to recognize that they are intelligent as humans, and the women fight alongside the men. But "devilish look"? With a "long and hooked nose"? Very offensive . . . was that really necessary? Not to mention that bit about how their young do not fight. It raises the possibility that goblin homes will be invaded by thugs/adventurers, and the innocent babes will be put to the sword.

And which is it - do goblins like raiding and looting, or are they concerned with ease, revelry, and sloth? Raiding and looting is hard work -- sounds to ME like you want to just dig at them as many different ways as possible (they're evil -- AND lazy!)

Tsk tsk, Gary. Tsk . . . tsk. I was hoping you'd see the error of your ways by now.

(By the way -- yep, you had elves with beards, back-in-the-day. <http://www.goblindefensefund.org/beards.html>)

JamesM

Thursday, 11th October, 2007, 03:16 PM

Another question, if I might, Mr Gyax.

Appendix E of the AD&D *Dungeon Masters Guide* is the "Alphabetical Recapitulation of Monsters (With Experience Point Values)." It's here that we first see certain names associated with the various types of demons. So, we get "vrock" associated with Type I and "hezrou" associated with Type II, etc. As a younger person, I must confess to being confused by these entries. The first three Types of demon have but a single word in parentheses after them in lower case letters, while the higher types (IV-VI) have several words with capital letters, which I took to be proper names of specific demons of their Type.

(Some of these names also appeared in the AD&D *Monster Manual* as well, although all the words in parentheses were capitalized, the higher entries also including "etc." The Type VI entry also noted that "Balor is a type VI demon of the largest size.")

Later editions of *D&D* tried to square the circle, so to speak, by taking the lower case parenthetical names of Types I-III as the proper name of the demonic Type -- its "species," if you will. They did the same for Types IV-VI, taking the one example name from the MM as the species and ignoring the other examples given in the DMG. Nowadays, we no longer have demonic Types at all: a Type I is simply a vrock and a Type V is simply a marilith.

With all that as preamble: What was your original intention here, if you recall? What did those parenthetical names represent? I am assuming the Types IV-VI names are just that -- proper names of individual demons -- but what about the Types I-III demons?

Thanks kindly.

Col_Pladoh

Thursday, 11th October, 2007, 04:42 PM

Quote:

Originally Posted by **Forrester**

Gary, Gary, Gary . . . well, I have to say that at least nobody can accuse these gobbies of being cannon fodder. And it's good to recognize that they are intelligent as humans, and the women fight alongside the men. But "devilish look"? With a "long and hooked nose"? Very offensive . . . was that really necessary? Not to mention that bit about how their young do not fight. It raises the possibility that goblin homes will be invaded by thugs/adventurers, and the innocent babes will be put to the sword.

Justice is served to these vile humanoid thus :mad:

Quote:

And which is it - do goblins like raiding and looting, or are they concerned with ease, revelry, and sloth? Raiding and looting is hard work -- sounds to ME like you want to just dig at them as many different ways as possible (they're evil -- AND lazy!)

Raiding and looting is far easier than earning an honest livelihood, and wretched Goblins, being both malign and bone lazy, indeed make marauding their primary occupation...unless they are slave masters :]

Quote:

Tsk tsk, Gary. Tsk . . . tsk. I was hoping you'd see the error of your ways by now.

Do not attempt to shift the blame for the degenerate ways of Goblinkind to my faultless shoulders, sir!

Quote:

(By the way -- yep, you had elves with beards, back-in-the-day. <http://www.goblindefensefund.org/beards.html>)

Quote me chapter and verse, do :D

:lol:
Gary

Col_Pladoh

Thursday, 11th October, 2007, 04:59 PM

Quote:

Originally Posted by **JamesM**

...

With all that as preamble: What was your original intention here, if you recall? What did those parenthetical names represent? I am assuming the Types IV-VI names are just that -- proper names of individual demons -- but what about the Types I-III demons?

Thanks kindly.

Feel free to address me as Gary if you like. We are fellow gamers after all :D

Anyway, the Type I through III demons being both rather stupid and also cannon fodder were not individually named, each sort being one of the vrock, herzou, etc. The higher ranking demons had no species name but rather personal names.

So calling all Type VI demons Balor is not what was meant.

Cheers,
Gary

JamesM

Thursday, 11th October, 2007, 10:46 PM

Quote:

Originally Posted by **Col_Pladoh**

Feel free to address me as Gary if you like. We are fellow gamers after all :D

You are very kind to place me in the same category as yourself. My younger self would have been ecstatic to have been told by the creator of D&D to call him Gary :)

So long as you don't mind the steady stream of questions, I have another for you.

I still consider the original *World of Greyhawk Fantasy World Setting* folio to have been one of the most evocative products ever produced for the game. It's a gem of verbal economy: in just 32 pages you laid out an entire continent for adventure, providing just enough detail to take some of the load off the beleaguered DM's shoulders, while still providing plenty of room for individualization and extemporaneous improvisation. It's a brilliant companion piece to *Advanced Dungeons & Dragons* and represents a style of roleplaying game writing -- and publishing -- that has largely vanished from the earth.

My question is this: had you remained at TSR, would you have developed the setting further through gaming products (other than adventure modules, that is) or would it have only received sparse support, such as the larger boxed version of the folio? I ask because I can't help but think

that roleplaying games took a wrong turn sometime in the mid-80s, as setting came to dominate the product lines, which is to say setting as a pursuit unto itself rather than as a "prop" for the Dungeon Master. The *World of Greyhawk*, in hindsight, is a rather empowering product for the DM, which is probably why I always liked it. Using it, I felt free to spin my own yarns with my players and not fret over minutiae not of my creation. Was this your intention?

Thanks again.

Col_Pladoh

Thursday, 11th October, 2007, 11:15 PM

Quote:

*Originally Posted by **JamesM***

You are very kind to place me in the same category as yourself. My younger self would have been ecstatic to have been told by the creator of D&D to call him Gary :)

So long as you don't mind the steady stream of questions, I have another for you.

I still consider the original World of Greyhawk Fantasy World Setting folio to have been one of the most evocative products ever produced for the game. It's a gem of verbal economy: in just 32 pages you laid out an entire continent for adventure, providing just enough detail to take some of the load off the beleaguered DM's shoulders, while still providing plenty of room for individualization and extemporaneous improvisation. It's a brilliant companion piece to Advanced Dungeons & Dragons and represents a style of roleplaying game writing -- and publishing -- that has largely vanished from the earth.

My question is this: had you remained at TSR, would you have developed the setting further through gaming products (other than adventure modules, that is) or would it have only received sparse support, such as the larger boxed version of the folio? I ask because I can't help but think that roleplaying games took a wrong turn sometime in the mid-80s, as setting came to dominate the product lines, which is to say setting as a pursuit unto itself rather than as a "prop" for the Dungeon Master. The World of Greyhawk, in hindsight, is a rather empowering product for the DM, which is probably why I always liked it. Using it, I felt free to spin my own yarns with my players and not fret over minutiae not of my creation. Was this your intention?

Thanks again.

Heh,

You certainly understand my aim when writing the *World of Greyhawk* :D

To be succinct, I had thought that a series of sourcebooklets that dealt with the most interesting and exciting aspects of each state/area would be desirable to the fans. Eventually the whole of the continent and islands could be covered thus, but gamers would want and need only that booklet or booklets that pertained to their core campaign.

Those I would have begun writing around the time the remainder of Oerth was being mapped and detailed.

Cheerio,
Gary

JamesM

Thursday, 11th October, 2007, 11:19 PM

Quote:

*Originally Posted by **Col_Pladoh***

Those I would have begun writing around the time the remainder of Oerth was being mapped and detailed.

Ah, so there was a plan to map and detail the rest of Oerth as well? That might well explain my dim recollection of hearing of "Oriental" lands for the *World of Greyhawk* setting around the time that *Oriental Adventures* was being published. When said book was released, I was surprised that the setting information included within it seemed to be self-contained and without any connection to Oerth or indeed any other fantasy setting.

'Tis a pity you were never afforded the opportunity to produce more material to flesh out Oerth fully.

Prince of Happiness

Thursday, 11th October, 2007, 11:29 PM

Quote:

*Originally Posted by **JamesM***

Ah, so there was a plan to map and detail the rest of Oerth as well? That might well explain my dim recollection of hearing of "Oriental" lands for the World of Greyhawk setting around the time that Oriental Adventures was being published. When said book was released, I was surprised that the setting information included within it seemed to be self-contained and without any connection to Oerth or indeed any other fantasy setting.

'Tis a pity you were never afforded the opportunity to produce more material to flesh out Oerth fully.

That does remind me that there was an "Endless Quest" book that came out in the mid-80s that was set in Nippon/Nippon Dominion. Gary, was Nippon/Nippon Dominion your creation, and what was the difference between the two?

Valiant

Friday, 12th October, 2007, 05:06 AM

Dear Gary,

What was/is your all time favorite AD&D Module?

Reynard

Friday, 12th October, 2007, 05:09 AM

I feel kind of wierd doing this, Gary, but I was hoping you might give me your opinion on [this essay](#) I wrote.

Much appreciated.

Geoffrey

Friday, 12th October, 2007, 05:56 AM

Gary, how much (if any) input did you have on the 1981 Basic (edited by Tom Moldvay) and Expert (edited by David Cook with Steve Marsh) D&D rulebooks?

Were you pleased with these 1981 rulebooks, or do you think they lack some of the "magic" of the earlier rulebooks?

Whose idea was it to publish these books, thus replacing the older D&D Basic rulebook edited by Dr. Holmes?

haakon1

Friday, 12th October, 2007, 10:26 PM

Old School Bard

Hi Gary -- I'm wondering about "old school" bards, the kind described in the Appendix of the AD&D PHB, where you had to progress through thief and fighter levels before beginning as a bard. Have you seen anyone develop a character in that fashion?

I always thought it would be interesting, but I never saw anyone do it.

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Col_Pladoh

Friday, 12th October, 2007, 11:43 PM

Quote:

Originally Posted by **JamesM**

Ah, so there was a plan to map and detail the rest of Oerth as well? That might well explain my dim recollection of hearing of "Oriental" lands for the World of Greyhawk setting around the time that Oriental Adventures was being published. When said book was released, I was surprised that the setting information included within it seemed to be self-contained and without any connection to Oerth or indeed any other fantasy setting.

'Tis a pity you were never afforded the opportunity to produce more material to flesh out Oerth fully.

Yes indeed, and I planned to invite Len Lakofka and Francois Froideval to assist me in the design of the whole planet Oerth. Zeb Cook tossed out Francois' OA material in favor of his own, IMO quite inferior, material. Sadly, I was too involved in saving TSR from bankruptcy at the time to correct that ill-advised decision, so there was indeed no link to the WoG setting.

There were a whole slew of AD&D projects I planned, including the revised edition. Such is life :)

Cheerio,
Gary

Col_Pladoh

Friday, 12th October, 2007, 11:45 PM

Quote:

Originally Posted by **Prince of Happiness**

That does remind me that there was an "Endless Quest" book that came out in the mid-80s that was set in Nippon/Nippon Dominion. Gary, was Nippon/Nippon Dominion your creation, and what was the difference between the two?

Actually, I had nothing to do with the EQ books, those were overseen by Kevin Blume.

I do know that he ordered huge reprint runs about the time the line was going into steep decline, so that there were millions of unsold copies of the series in the TSR warehouse that had to be duped for scrap paper prices.

Cheers,
Gary

Col_Pladoh

Friday, 12th October, 2007, 11:50 PM

Quote:

Originally Posted by **Valiant**

Dear Gary,

What was/is your all time favorite AD&D Module?

:lol:

The one that I was playing and the group were having a lot of fun with at the time. That includes modules that I did not write.

For me picking favorites is rather like deciding which child is your favorite.

I did enjoy DMing the G series a lot and the T1 and environs modules.

Cheerio,
Gary

Col_Pladoh

Friday, 12th October, 2007, 11:56 PM

Quote:

Originally Posted by **Reynard**

I feel kind of wierd doing this, Gary, but I was hoping you might give me your opinion on [this essay](#) I wrote.

Much appreciated.

A well written piece, although I am not so sure I can agree with your assessment of the roles of Game Master and player. The GM's "power" comes only if he properly entertains the player group, and conversely the player group must likewise entertain the GM for that role to be continued at all. That means there must be a great deal of camaradery between all participants.

Cheers,
Gary

JRR_Talking

Friday, 12th October, 2007, 11:56 PM

Hi Gary

Apologies for any insult you, and others, make take from this but, as we all eventually hit -10 hp, do you intend to have anything RPG related on your headstone?

Myself i was thinking, and inspired by Spike Milligan, to have something like "I told you it was trapped" on mine?

Regards, and long life.

John

Col_Pladoh

Friday, 12th October, 2007, 11:59 PM

Quote:

*Originally Posted by **Geoffrey***

Gary, how much (if any) input did you have on the 1981 Basic (edited by Tom Moldvay) and Expert (edited by David Cook with Steve Marsh) D&D rulebooks?

Were you pleased with these 1981 rulebooks, or do you think they lack some of the "magic" of the earlier rulebooks?

Whose idea was it to publish these books, thus replacing the older D&D Basic rulebook edited by Dr. Holmes?

The direction of the D&D game versions noted was that of Brian and K'Evin Blume.

That I did not particularly like it was evident by my placing Frank Mentzer over the D&D line thereafter. Count on Cook doing whatever he wished when you see his name on smething, and Schick was much the same.

Cheerio,
Gary

Col_Pladoh

Saturday, 13th October, 2007, 12:01 AM

Quote:

*Originally Posted by **haakon1***

Hi Gary -- I'm wondering about "old school" bards, the kind described in the Appendix of the AD&D PHB, where you had to progress through thief and fighter levels before beginning as a bard. Have you seen anyone develop a character in that fashion?

I always thought it would be interesting, but I never saw anyone do it.

Yes, one player for certain managed that progression in my campaign group. It was too slow a process in all, for the player was too long denied playing the sort of PC actually desired.

Cheers,
Gary

JamesM

Saturday, 13th October, 2007, 12:54 AM

Quote:

*Originally Posted by **Col_Pladoh***

Yes indeed, and I planned to invite Len Lakofka and Francois Froideval to assist me in the design of the whole planet Oerth. Zeb Cook tossed out Francois' OA material in favor of his own, IMO quite inferior, material. Sadly, I was too invoved in saving TSR from bankruptcy at the time to correct that ill-advised decision, so there was indeed no link to the WoG setting.

That's a shame. To this day, I look back on those forgotten Oriental lands of Oerth as one of the great mysteries of gaming. I recall reading that, back in the day, players in your Greyhawk campaign occasionally visited Far Eastern lands and wondered if they had any peculiarities of their own or were based strongly on real world Asian lands.

Quote:

There were a whole slew of AD&D projects I planned, including the revised edition. Such is life :)

I take it that *Unearthed Arcana*, as published, was not in fact a preview of what you had in mind for the revision? I remember reading an old

"From the Sorcerer's [sic] Scroll" column where you talked generally about your plans for a revision of the rules and *Unearthed Arcana* seemed to have some connection to them. I'd have loved to have seen the Savant and Mountebank classes; they both sounded like excellent additions to the game.

Geoffrey

Saturday, 13th October, 2007, 02:48 AM

Quote:

Originally Posted by Col_Pladoh

The direction of the D&D game versions noted was that of Brian and Kevin Blume.

That I did not particularly like it was evident by my placing Frank Mentzer over the D&D line thereafter. Count on Cook doing whatever he wished when you see his name on something, and Schick was much the same.

*Cheerio,
Gary*

Thanks, Gary! No wonder your name is conspicuously absent from the 1981 D&D Basic's and Expert's credits and acknowledgements.

Reynard

Saturday, 13th October, 2007, 03:02 AM

Quote:

Originally Posted by Col_Pladoh

A well written piece, although I am not so sure I can agree with your assessment of the roles of Game Master and player. The GM's "power" comes only if he properly entertains the player group, and conversely the player group must likewise entertain the GM for that role to be continued at all. That means there must be a great deal of camaradery between all participants.

*Cheers,
Gary*

Thanks for your comments and taking the time to read it.

T. Foster

Saturday, 13th October, 2007, 04:13 AM

Quote:

Originally Posted by Geoffrey

Thanks, Gary! No wonder your name is conspicuously absent from the 1981 D&D Basic's and Expert's credits and acknowledgements.

:confused: The 1981 Basic and Expert Sets both prominently list Gary as co-author ("By Gary Gygax and Dave Arneson, Edited by [x]"), just like the 1977-78 and 1983 sets.

Geoffrey

Sunday, 14th October, 2007, 05:56 AM

Quote:

Originally Posted by T. Foster

:confused: The 1981 Basic and Expert Sets both prominently list Gary as co-author ("By Gary Gygax and Dave Arneson, Edited by [x]"), just like the 1977-78 and 1983 sets.

Oops. :o I just noticed that it says that in my copy of the Basic rulebook. If it had been a rattlesnake... :)

But my copy of the Expert rulebook does not have Gary and Dave listed. There is just a blank space underneath the Willingham drawing where the Gary and Dave by-line is in the Basic rulebook, then the words "Edited by David Cook with Steve Marsh".

Col_Pladoh

Sunday, 14th October, 2007, 04:00 PM

Quote:

Originally Posted by JamesM

That's a shame ...

Water under the bridge, and never to be seen again :)

That said, I have made up for that with a whole lot of other creative material...a fair amount of which is yet unpublished or working along towards completion with various co-designers now that I am semi-retired.

Cheerio,
Gary

Col_Pladoh

Sunday, 14th October, 2007, 04:06 PM

Quote:

*Originally Posted by **Geoffrey***

Thanks, Gary! No wonder your name is conspicuously absent from the 1981 D&D Basic's and Expert's credits and acknowledgements.

The jealousy was not restricted to the Blumes. Even as I was doing my best to have every one of our game designers recognized by name credit on the cover of the work they did, and attempting (fruitlessly) to arrange for a bonus for above-average product sales, many of those same people were bent on cutting me down.

That was very disappointing to me.

Cheers,
Gary

Col_Pladoh

Sunday, 14th October, 2007, 04:08 PM

Quote:

*Originally Posted by **Reynard***

Thanks for your comments and taking the time to read it.

Well...

That is a worthwhile essay, and it deserves to be published in a work of scholarly sort dealing with the RPG. My criticism was meant only for your consideration in broadening the scope of your analysis.

Cheerio,
Gary

Reynard

Sunday, 14th October, 2007, 04:37 PM

Quote:

*Originally Posted by **Col_Pladoh***

Well...

That is a worthwhile essay, and it deserves to be published in a work of scholarly sort dealing with the RPG. My criticism was meant only for your consideration in broadening the scope of your analysis.

*Cheerio,
Gary*

I appreciate it and took it into consideration when writing the second draft, which it is now posted to the same thread.

Thanks again.

Col_Pladoh

Sunday, 14th October, 2007, 05:10 PM

Quote:

*Originally Posted by **Reynard***

I appreciate it and took it into consideration when writing the second draft, which it is now posted to the same thread.

Thanks again.

Having read through the comments on your essay thread, I must say that while many of them are worthwhile, not a few are on the negative side seemingly for the sole purpose of being disputatious. To my mind it seems that there is a total lack of comprehension of what constitutes an RPG on the part of several of the persons quibbling with your premises.

For example, random chance must be a part of the game form, just as it is in real life. Many of the comments denigrating your work seem to completely overlook this fact. Another example is the confusion of a game of improvisational thespianism with the RPG.

I congratulate you on your patience in responding to some of the comments that come from what one might term the peanut gallery.

Cheerio,
Gary

Col_Pladoh

Sunday, 14th October, 2007, 05:14 PM

Quote:

Originally Posted by **JRR_Talking**

Hi Gary

Apologies for any insult you, and others, make take from this but, as we all eventually hit -10 hp, do you intend to have anything RPG related on your headstone?

Myself i was thinking, and inspired by Spike Milligan, to have something like "I told you it was trapped" on mine?

Regards, and long life.

John

Missed this earlier :confused:

As a matter of fact I intend to be cremated, not have any headstone at all...not even a slender cross of wood alone to proclaim that here a game designer lies at peace beneath the peaceful skies.

(Find the poem from whence I lifted a good bit of that, and have a bouquet of violets and my congratulations :lol:)

Cheerio,
Gary

JRR_Talking

Sunday, 14th October, 2007, 11:06 PM

Under the Violets
By Oliver Wendell Holmes
1859

.....A slender cross of wood alone
Shall say, that here a maiden lies
In peace beneath the peaceful skies.

.....Lies withered where the violets blow.

My regards sir, it contains some very sombre prose
John

PS the violets are nice but id rather have some xp!!

JamesM

Monday, 15th October, 2007, 03:33 AM

Gary,

Your writing style is very unique and I miss reading such marvelously grandiloquent prose in *D&D* products. I'm curious: how did you develop your style? It reminds me a bit of Jack Vance's authorial voice. Were you influenced by any particular authors or is it simply the way you've always written?

Thanks!

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Gary Gygax Q&A: Part XIII

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Flexor the Mighty!

Monday, 15th October, 2007, 03:25 PM

Hey Gary, hope all is well with you.

Got a non-gaming question. What do you think of The Glenlivet scotch whisky? Is it worth the extra price in your opinion.

Col_Pladoh

Monday, 15th October, 2007, 05:02 PM

Quote:

Originally Posted by **JRR_Talking**

Under the Violets

By Oliver Wendell Holmes

1859

*.....A slender cross of wood alone
Shall say, that here a maiden lies
In peace beneath the peaceful skies.*

.....Lies withered where the violets blow.

*My regards sir, it contains some very sombre prose
John*

PS the violets are nice but id rather have some xp!!

Good Show!

I admit that reading that particular poem usually causes a tear to wet my cheek.

And yes, violets grow wild hereabouts in the warm months, but RPG play awards such as XPs are rather harder to come by.

Cheers,
Gary

Col_Pladoh

Monday, 15th October, 2007, 05:10 PM

Quote:

Originally Posted by **JamesM**

Gary,

Your writing style is very unique and I miss reading such marvelously grandiloquent prose in D&D products. I'm curious: how did you develop your style? It reminds me a bit of Jack Vance's authorial voice. Were you influenced by any particular authors or is it simply the way you've always written?

Thanks!

Heh...

I can't say exactly how my writing style evolved, but it came to fruition, as it were, back in the heyday of TSR and hasn't changed much since then. I have read so many works of fiction and fact written by all manner of different authors it is impossible for me to know what comes from where.

As a matter of fact I very much admire the writing of Jack Vance, read his work with a mixture of delight and envy, but I can not hold a candle to him.

If you take a look at the installments of the Gnome Cache in the early numbers of *Dragon* magazine you will see how badly I was writing then, and how my style developed thereafter...although not a few critics observe that my writing is no better, just different :lol:

Cheerio,
Gary

Col_Pladoh

Monday, 15th October, 2007, 05:12 PM

Quote:

*Originally Posted by **Flexor the Mighty!***

Hey Gary, hope all is well with you.

Got a non-gaming question. What do you think of The Glenlivet scotch whisky? Is it worth the extra price in your opinion.

Hey Flexor,

I do enjoy single malt Schtch whiskeys, so yes. IMO Glenlivet is worth the extra cost. That said, it is not my favorite single malt. The ones I most enjoy are the pale, peaty-flavored ones.

Cheers,
Gary

JamesM

Monday, 15th October, 2007, 05:28 PM

Quote:

*Originally Posted by **Col_Pladoh***

As a matter of fact I very much admire the writing of Jack Vance, read his work with a mixture of delight and ency, but I can not hold a candle to him.

I think you are too modest, but will not argue against you. Still, I find it regrettable that RPG products in general are not as "quirky" stylistically as they once were. The writing nowadays feels flat and aspires to be little more than technical writing. I think much of the feel of *D&D* stemmed from the way it was written as much as its actual content (though the latter is obviously important as well).

Quote:

If you take a lok at the installments of the Gnome Cache in the early numbers of Dragon magazine you will see how badly I was writing then, and how my style developed thereafter...although not a few critics observe that my writing is no better, just different.

Ah, Garrison Ernst. I wonder whatever became of him ...? ;)

JamesM

Monday, 15th October, 2007, 05:30 PM

Gary,

If I recall correctly, the "real" Greyhawk campaign you ran in Lake Geneva was based (at least originally) on a variant map of the North American continent, with the City of Greyhawk located more or less where Chicago now stands. (Please correct me if this is mistaken)

How much of the nomenclature of the published *World of Greyhawk* derives from this original campaign? That is, was there a Furyondy and a Keoland or were these things you created for the folio that TSR published?

Thanks.

Col_Pladoh

Monday, 15th October, 2007, 05:46 PM

Quote:

*Originally Posted by **JamesM***

...

Ah, Garrison Ernst. I wonder whatever became of him ...? ;)

(Well, I am sure that the publishers that have released reprints of my fantasy yarns hope you are correct about the worth of my prose...)

As for Mr. Ernst, he is living in a small town in the Midwest with an old friend, Grumbald Pouncefot :uhoh:

:lol:
Gary

Col_Pladoh

Monday, 15th October, 2007, 05:50 PM

Quote:

*Originally Posted by **JamesM***

Gary,

If I recall correctly, the "real" Greyhawk campaign you ran in Lake Geneva was based (at least originally) on a variant map of the North American continent, with the City of Greyhawk located more or less where Chicago now stands. (Please correct me if this is mistaken)

How much of the nomenclature of the published World of Greyhawk derives from this original campaign? That is, was there a Furyondy and a Keoland or were these things you created for the folio that TSR published?

Thanks.

You are correct about my original campaign world--I simply used existing maps of the world, or went from memory.

When I did the map for the World of Greyhawk product I made up 90% of the material on the spot...and liked it better than what I had been doing so switched my own campaign to the newly created world of Oerth. Only the places surrounding the City of Greyhawk came from my original campaign setting.

Cheerio,
Gary

JamesM

Monday, 15th October, 2007, 06:55 PM

Quote:

*Originally Posted by C **b_Pladoh***

As for Mr. Ernst, he is living in a small town in the Midwest with an old friend, Grumbald Pouncefot.

You have a flair for names -- Beek Gwenders, Philotomy Jurament, Ycore Rixle, etc. I know that names of this sort aren't the fashion in fantasy these days, but, as I've probably said too much already, they have a certain panache to them that I wish we'd see more of. Instead, we get either faux Tolkien (but without the good professor's philological depth) or jumbles of nonsense. Ah well.

I presume you simply read very widely as a child and as an adult and this accounts for your thesaurus-like command of the language? In running my own Greyhawk campaign, I've attempted to imitate your naming conventions so as to stay consistent with the style of the published names. The best I have managed is the clever use of anagrams, which is another lovely quirk of the names you've gifted to us.

JamesM

Monday, 15th October, 2007, 06:58 PM

Quote:

*Originally Posted by **Col_Pladoh***

Only the places surrounding the City of Greyhawk came from my original campaign setting.

I also have a recollection that, once upon a time, the "map" of the area surrounding the City of Greyhawk was represented by the map of the old Avalon Hill game *Outdoor Survival*. I may be confusing the issue, because I remember that volume 3 of OD&D recommended this method of quickly generating wilderness terrain.

Flexor the Mighty!

Monday, 15th October, 2007, 07:03 PM

Quote:

*Originally Posted by **Col_Pladoh***

Hey Flexor,

I do enjoy single malt Schtch whiskeys, so yes. IMO Glenlivet is worth the extra cost. That said, it is not my favorite single malt. The ones I most enjoy are the pale, peaty-flavored ones.

*Cheers,
Gary*

Thanks for the reply. I bought a fifth and was just curious what your opinion on it was. We will have to raise a toast to your health before the game tonight.

Col_Pladoh

Monday, 15th October, 2007, 10:10 PM

Quote:

*Originally Posted by **JamesM***

You have a flair for names -- Beek Gwenders, Philotomy Jurament, Ycore Rixle, etc. I know that names of this sort aren't the fashion in fantasy these days, but, as I've probably said too much already, they have a certain panache to them that I wish we'd see more of. Instead, we get either faux Tolkien (but without the good professor's philological depth) or jumbles of nonsense. Ah well.

I presume you simply read very widely as a child and as an adult and this accounts for your thesaurus-like command of the language? In running my own Greyhawk campaign, I've attempted to imitate your naming conventions so as to stay consistent with the style of the published names. The best I have managed is the clever use of anagrams, which is another lovely quirk of the names you've gifted to us.

About all I can say is that you are correct when you assume I have read extensively. This house is filled with books and some magazines as well. About all that I am not fond of in literature are the classics and best sellers :eek:

As for names, I often spend a n inordinate amount of time creating what I feel best suits the person, place, or thing.

Cheerio,

Gary

Col_Pladoh

Monday, 15th October, 2007, 10:15 PM

Quote:

*Originally Posted by **JamesM***

I also have a recollection that, once upon a time, the "map" of the area surrounding the City of Greyhawk was represented by the map of the old Avalon Hill game Outdoor Survival. I may be confusing the issue, because I remember that volume 3 of OD&D recommended this method of quickly generating wilderness terrain.

Noppers! I had a rough map of the area around Greyhawk sketched out on an 8.5" x 11" sheet of paper--long since lost. The OS board was for outdoor adventures away from the city. The ponds were castles, and there one's PC or PC party could often engage in some chivalrous combat...or slap an evil knight or mage.

Cheers,
Gary

Col_Pladoh

Monday, 15th October, 2007, 10:17 PM

Quote:

*Originally Posted by **Flexor the Mighty!***

Thanks for the reply. I bought a fifth and was just curious what your opinion on it was. We will have to raise a toast to your health before the game tonight.

Heh-heh-heh...

My son Luke was here just last Thursday sampling a tot of 18-year-old Glen Fiddich. He allowed he liked 12-year-old Glen Livet about as well.

Cheerio,
Gary

JamesM

Tuesday, 16th October, 2007, 03:53 AM

Gary,

Early roleplaying, much like the stories which were its primary inspirations, didn't always draw hard and fast distinctions between "fantasy" and "science fiction," as we're likely to do nowadays. Was this the case in your home campaign as well? I've often wondered if the conversion rules for *Gamma World* were written for reasons other than simply providing another option to the beleaguered DM or if the Mighty Servant of Leuk-o was more a robot than a golem (or if the distinction even makes any sense).

Thanks.

Col_Pladoh

Tuesday, 16th October, 2007, 04:08 PM

Quote:

*Originally Posted by **JamesM***

Gary,

Early roleplaying, much like the stories which were its primary inspirations, didn't always draw hard and fast distinctions between "fantasy" and "science fiction," as we're likely to do nowadays. Was this the case in your home campaign as well? I've often wondered if the conversion rules for Gamma World were written for reasons other than simply providing another option to the beleaguered DM or if the Mighty Servant of Leuk-o was more a robot than a golem (or if the distinction even makes any sense).

Thanks.

As a matter of fact I never attempted to give my campaign any airs, just provided as much entertainment as possible for those playing in it. Thus anything was fair game, from Gothic horror to SF, along with everything in between. One of the favorite places my better players liked to be transported to for an adventure was the "Carabas," where the Dirdir hunted sequin takers...and they as did Adam Reith, hunted the Dirdir as in Jack Vance's novel *The Dirdir* from the "PLanet of Adventure" quatrology. That set of stories being amongst my very favorites.

The players wisely declined to venture into NYC during the famous blackout. After wholopping some street punks they went back down the subway tunnel to where the inter-universe game was still operational.

Cheerio,
Gary

JamesM

Tuesday, 16th October, 2007, 05:35 PM

Gary,

Do you have any recollection of what *Shadowland* would have contained? I noticed that you produced quite a few Plane of Shadow-related monsters, spells, and items over a certain period back in the TSR days. Were these in any way related to or derived from the work you did on

this unfinished/unreleased product?

Thanks.

Tewligan

Tuesday, 16th October, 2007, 05:37 PM

Hey Gary, I was wondering what your take was on the original version of *Palace of the Silver Princess*. I know that most copies of it were quickly rounded up and destroyed almost immediately after printing - was that your call, or did someone else think it was a little too iffy to release when they laid eyes on it? Did the editing/review process get more thorough after that near-release? It does seem pretty tame today, but I guess it was seen as being a little much 30 years ago (although, that Erol Otus drawing of the 3-headed creatures was just WRONG...with the exception of one unusually dashing and handsome head, of course!)

Col_Pladoh

Tuesday, 16th October, 2007, 08:26 PM

Quote:

Originally Posted by **JamesM**

Gary,

Do you have any recollection of what Shadowland would have contained? I noticed that you produced quite a few Plane of Shadow-related monsters, spells, and items over a certain period back in the TSR days. Were these in any way related to or derived from the work you did on this unfinished/unreleased product?

Thanks.

An agathocacological plane of insubstantial stuff has always fascinated me since I began contemplating additional realms. So the shadows from A. Merritt's *Creep Shadow*, *Creep* novel were included in the AD&D game, and new and similar monsters added to the projected plane between light and darkness. Skip Williams was going to co-author a long adventure module and sourcebook for the place, but he decided to remain a loyal employee of Lorraine Williams instead. I have my notes, but his are amons=gst them, so doing such a work now is pretty much unlikely.

Cheers,
Gary

Col_Pladoh

Tuesday, 16th October, 2007, 08:30 PM

Quote:

Originally Posted by **Tewligan**

*Hey Gary, I was wondering what your take was on the original version of *Palace of the Silver Princess*. I know that most copies of it were quickly rounded up and destroyed almost immediately after printing - was that your call, or did someone else think it was a little too iffy to release when they laid eyes on it? Did the editing/review process get more thorough after that near-release? It does seem pretty tame today, but I guess it was seen as being a little much 30 years ago (although, that Erol Otus drawing of the 3-headed creatures was just WRONG...with the exception of one unusually dashing and handsome head, of course!)*

:] Bah!

There was no reason to pull the initial version of the *Palace of the Silver Princess* as far as I am concerned. The same was obviously true in the minds of the editors that sent it into production.

Kevin Blume was responsible for recalling it--strange fellow he. Every book he read made him an expert on the subject dealt with in the work. At one time he was going to use a penlight to examine employees' eyes for signs of drug use, but he was dissuaded finally.

Cheers,
Gary

Gary Gygax Q&A: Part XIII

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JamesM

Tuesday, 16th October, 2007, 09:00 PM

Quote:

Originally Posted by Col_Pladoh

An agathocacological plane

This is what gaming is missing nowadays: vocabulary higher than that of a fifth grader! When I was a boy, *D&D* enriched my vocabulary like no other entertainment did. I can't begin to tell you how indebted I am to you for the new words you introduced to me through the game.

Quote:

of insubstantial stuff has always fascinated me since I began contemplating additional realms. So the shadows from A. Merritt's Creep Shadow, Creep novel were included in the AD&D game, and new and similar monsters added to the projected plane between light and darkness.

I regret to say that I've read little to nothing of Merritt that I can recall, despite his being an influence on the game. Do you have any recommendations of where one might start to get acquainted with his works?

Quote:

Skip Williams was going to co-author a long adventure module and sourcebook for the place, but he decided to remain a loyal employee of Lorraine Williams instead. I have my notes, but his are amons=gst them, so doing such a work now is pretty much unlikely.

A pity. I remember reading old columns of yours where you laid out your plans for future *AD&D* products and *Shadowland* was one of the most interesting to me (along with the *City of Greyhawk*).

Col_Pladoh

Tuesday, 16th October, 2007, 11:06 PM

Quote:

Originally Posted by JamesM

This is what gaming is missing nowadays: vocabulary higher than that of a fifth grader! When I was a boy, D&D enriched my vocabulary like no other entertainment did. I can't begin to tell you how indebted I am to you for the new words you introduced to me through the game.

I was read to a lot by my parents, and my mother made sure that I took the vocabulary tests in each month's *Reader's Digest* by challenging me to beat her which I managed to do only in my mid-teens.

Quote:

I regret to say that I've read little to nothing of Merritt that I can recall, despite his being an influence on the game. Do you have any recommendations of where one might start to get acquainted with his works?

*Moon Pool
 Dwellers in the Mirage
 Creep Shadow, Creep
 Face in the Abyss
 Fox Woman
 Return to the Moon Pool*

Those are my favorites

Quote:

A pity. I remember reading old columns of yours where you laid out your plans for future AD&D products and Shadowland was one of the most interesting to me (along with the City of Greyhawk).

Yes, water under the bridge can evoke some regrets. The plan I had for the city was far too ambitious, certainly. The way that *Castle Zagyg*, *Yggsburgh*, has been and is being completed is more reasonable as I am not older and wizer.

Cheerio,
 Gary

rossik

Wednesday, 17th October, 2007, 12:31 AM

hi gary!

what do you think of characters and age?
i mean, isnt odd a 1st lvl M-U old, bald, with long beard?

i always try to make young 1st lvl characters....whats your thoughts about this?

JamesM

Wednesday, 17th October, 2007, 06:19 AM

Quote:

*Originally Posted by **Col_Pladoh***

*Moon Pool
Dwellers in the Mirage
Creep Shadow, Creep
Face in the Abyss
Fox Woman
Return to the Moon Pool*

Those are my favorites

I'll see if I can find them, although I suspect most are out of print. It's damnably hard to find older fantasy authors nowadays.

Quote:

Yes, water under the bridge can evoke some regrets. The plan I had for the city was far too ambitious, certainly. The way that Castle Zagyg, Yggsburgh, has been and is being completed is more reasonable as I am not older and wizer.

This raises another question I'd intended to ask: do you view your work on Castle Zagyg as being better or at least more well considered than your older creative efforts? There are lots of obvious commonalities between, for example, your Greyhawk work and your Yggsburgh work, but there are also quite a few differences as well. I don't want to ask you to choose between your children, so to speak, but are there things you specifically chose to do differently with Yggsburgh that you either wish you had done with Greyhawk or simply had never considered doing way back when?

Thanks.

Geoffrey

Wednesday, 17th October, 2007, 06:58 AM

Quote:

*Originally Posted by **Col_Pladoh***

Return to the Moon Pool

Whoa! I've never heard of that one. Since *The Moon Pool* is thus far perhaps my favorite Merritt tale (though it's so hard to choose), I'm going to have to track that one down. :)

Gary, how do you treat small, very young dragons in your A/D&D games? Do you make them significantly shorter than the lengths listed in the Monster Manual? And, if so, do you make the area covered by their breath weapons significantly smaller?

T. Foster

Wednesday, 17th October, 2007, 07:56 AM

Quote:

*Originally Posted by **Geoffrey***

*Whoa! I've never heard of that one. Since *The Moon Pool* is thus far perhaps my favorite Merritt tale (though it's so hard to choose), I'm going to have to track that one down. :)*

I believe (though I'm certainly open to being corrected by Gary if I'm wrong) that that's simply the second half of what was eventually published in novel-form as *The Moon Pool* -- originally "The Moon Pool" was a stand-alone short story, then he wrote a much longer sequel-story a year or two later, then eventually combined both stories into a novel. *The Face in the Abyss* was the same way -- "The Face in the Abyss" was a stand-alone story, followed by a sequel-story "The Serpent Mother," and only later did Merritt combine them into a novel.

As for tracking down Merritt's books, it's a bit of a chore, but it's absolutely worth the effort. *The Moon Pool* is currently in-print in a couple different versions (and can also be found online, since its copyright has expired) and so is *The Metal Monster* (though that's probably his worst book and not really recommended except for completists). The other books are all out-of-print AFAIK but generally not too hard to find, especially, it seems, *The Ship of Ishtar* and *Dwellers in the Mirage*, because they were very popular in their day and tons of copies were printed through the 1980s. I had the hardest time acquiring his last two novels, *Burn, Witch, Burn* and *Creep, Shadow, Creep*, and ended up paying too much for vintage paperback copies from the 1940s (when Merritt was actually still alive!).

"Abraham Merritt" at amazon.com

JohnRTroy

Wednesday, 17th October, 2007, 01:25 PM

Two of Merritt's works, *The Moon Pool* and *The Metal Monster*, are public domain having the copyright naturally expire. There are links to those works at Project Gutenberg on his Wiki entry.

I think in a year or two a few more of his stories will become public domain.

Col_Pladoh

Wednesday, 17th October, 2007, 03:48 PM

Quote:

*Originally Posted by **rossik***

hi gary!

what do you think of characters and age?

i mean, isnt odd a 1st lvl M-U old, bald, with long beard?

i always try to make young 1st lvl characters....whats your thoughts about this?

I am in agreement with you, although a fledgling m-u will likely be a good deal older than a 1st level fighter. So for beginning PCs I suggest age 18 or so for a fighter or thief, age 21 or so for a cleric, and age 25 or thereabouts for a magic-user.

Cheers,
Gary

Col_Pladoh

Wednesday, 17th October, 2007, 04:05 PM

Quote:

*Originally Posted by **JamesM***

I'll see if I can find them, although I suspect most are out of print. It's damnably hard to find older fantasy authors nowadays.

Try www.bookfinder.com

Quote:

This raises another question I'd intended to ask: do you view your work on Castle Zagyg as being better or at least more well considered than your older creative efforts? There are lots of obvious commonalities between, for example, your Greyhawk work and your Yggsburgh work, but there are also quite a few differences as well. I don't want to ask you to choose between your children, so to speak, but are there things you specifically chose to do differently with Yggsburgh that you either wish you had done with Greyhawk or simply had never considered doing way back when?

Thanks.

While I do not think I would change the manner in which I presented the *World of Greyhawk*, the *Castle Zagyg* setting is too different to be comparable. The Eastmark in which the town lies is only some 1,500 square miles in extent, so greater detail of smaller areas of terrain and communities therein is necessary in order to present an interesting and useful work for the game master. The main feature of the area is the town, Yggsburgh, so that has the most detail--and when the 24 additional town sector and suburban area modules are completed that detail will be as exhaustive as is desirable for a place where the GM remains the primary arbiter of the existing places actual nature and inhabitants.

In the Yggsburgh work the GM had much detailed information as is necessary for a small adventuring area, so input into the campaign is more of the alteration and addition sort, with innovative expansion mainly encouraged in the areas just off the map edges.

Does that make sense to you?

Cheerio,
Gary

Col_Pladoh

Wednesday, 17th October, 2007, 04:09 PM

Quote:

*Originally Posted by **Geoffrey***

Whoa! I've never heard of that one. Since The Moon Pool is thus far perhaps my favorite Merritt tale (though it's so hard to choose), I'm going to have to track that one down. :)

Gary, how do you treat small, very young dragons in your A/D&D games? Do you make them significantly shorter than the lengths listed in the Monster Manual? And, if so, do you make the area covered by their breath weapons significantly smaller?

As a matter of fact I have not utilized itty-bitty dragonlings in my campaign play...nothing like the Norweigen Ridgeback in the Harry Potter flick.

If I were going to do so I would certainly make these creatures considerably smaller than the first listed dragon entry in the MM, and limit the range and damage from their breathe weapon accordingly.

Cheerio,
Gary

Prince of Happiness

Wednesday, 17th October, 2007, 05:17 PM

Have you read any of the new issues of Weird Tales?

JamesM

Wednesday, 17th October, 2007, 05:19 PM

Quote:

*Originally Posted by **Col_Pladoh***

Does that make sense to you?

I think so.

Do you prefer the smaller scale approach of Yggsburgh/East Mark or do you prefer the larger swaths of territory described by Greyhawk? I see distinct advantages to both, so you may not have a preference.

Thanks.

Col_Pladoh

Wednesday, 17th October, 2007, 05:30 PM

Quote:

*Originally Posted by **Prince of Happiness***

Have you read any of the new issues of Weird Tales?

No, and worse, I didn't even know that the magazine had resumed publication :heh:

Any comment on the nature of the material being printed therein? If it is typical of contemporary weird fiction I won't feel constrained to rush out and buy a copy...

Cheers,
Gary

Col_Pladoh

Wednesday, 17th October, 2007, 05:35 PM

Quote:

*Originally Posted by **JamesM***

I think so.

Do you prefer the smaller scale approach of Yggsburgh/East Mark or do you prefer the larger swaths of territory described by Greyhawk? I see distinct advantages to both, so you may not have a preference.

Thanks.

As you suggest, I do not have a preference. The smaller scale of the Yggsburgh project is to facilitate the presentation of the ruins of Castle Zagyg and its many dungeon levels. As it is likely that there will be a good deal of adventuring activity in the town and surrounding countryside, the urban area has been extensively detailed, while the less-developed land around it has been well-described and provided with additional adventure hooks as befits such a setting.

Cheerio,
Gary

Prince of Happiness

Wednesday, 17th October, 2007, 05:44 PM

Quote:

*Originally Posted by **Col_Pladoh***

No, and worse, I didn't even know that the magazine had resumed publication :heh:

Any comment on the nature of the material being printed therein? If it is typical of contemporary weird fiction I won't feel constrained to rush out and buy a copy...

*Cheers,
Gary*

It's not bad. There's a good mix of classic stories brought back and some good new ones as well and the new ones aren't "weirdness-for-weirdness's-sake" crap as written by my barista or anything. Taniith Lee still contributes short stories to it, as well as others.

Col_Pladoh

Wednesday, 17th October, 2007, 05:50 PM

Quote:

Originally Posted by **Prince of Happiness**

It's not bad. There's a good mix of classic stories brought back and some good new ones as well and the new ones aren't "weirdness-for-weirdness's-sake" crap as written by my barista or anything. Tanith Lee still contributes short stories to it, as well as others.

Thanks for the information.

Seems as if I need to get to somewhere around here that sells magazines...no easy task these days.

Cheers,
Gary

Prince of Happiness

Wednesday, 17th October, 2007, 06:02 PM

Quote:

Originally Posted by **Col_Pladoh**

Thanks for the information.

Seems as if I need to get to somewhere around here that sells magazines...no easy task these days.

*Cheers,
Gary*

Mmm! Your best chances would be a subscription, as I've found...the hard way. :) But I should go look around at the magazine stores we have in town as well.

JamesM

Wednesday, 17th October, 2007, 06:54 PM

Gary,

Perhaps you can shed some light on what you see as the quintessential differences between the cleric and the paladin. Somewhere or other you once stated that the cleric was modeled on religious knights from the Middle Ages, like the Templars and Hospitallers, (correct me if I'm mistaken) but the level titles for the class -- not to mention how it was portrayed in published materials -- suggest that it was more priest than knight. Paladins seem to be the opposite side of the coin, more knight than priest but still with a touch of both.

Is this correct? I ask mostly because, nowadays especially, there seems to be a strange dislike for both the cleric and the paladin classes and it's sometimes argued that either they're redundant of one another or somehow inappropriate to *D&D*. Obviously, I disagree on both counts, but I'd be interested in knowing what you imagined when you added both into the game.

Thanks.

Col_Pladoh

Wednesday, 17th October, 2007, 06:56 PM

Quote:

Originally Posted by **Prince of Happiness**

Mmm! Your best chances would be a subscription, as I've found...the hard way. :) But I should go look around at the magazine stores we have in town as well.

For some reason I dislike subscribing to any periodical...

Cheerio,
Gary

Col_Pladoh

Wednesday, 17th October, 2007, 07:00 PM

Quote:

Originally Posted by **JamesM**

Gary,

Perhaps you can shed some light on what you see as the quintessential differences between the cleric and the paladin. Somewhere or other you once stated that the cleric was modeled on religious knights from the Middle Ages, like the Templars and Hospitallers, (correct me if I'm mistaken) but the level titles for the class -- not to mention how it was portrayed in published materials -- suggest that it was more priest than knight. Paladins seem to be the opposite side of the coin, more knight than priest but still with a touch of both.

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Thanks.

Actually the cleric was based losely on Bishop Odo, brother of Duke William of Normandy, the fictional Friar Tuck, and a religious proscription against the shedding of blood.

The paladin was likewise loosely drawn from the Paladins of Charlemagne and the Code of Chivalry.

Changes in both archetypes were mandated by the game system for which they were designed. As they two are quite different archetypes, criticism of these classes on grounds of similarity is fatuous. The purpose of each class in the campaign milieu is quite different.

Cheers,
Gary

All times are GMT +1. The time now is 04:00 PM.

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Prince of Happiness

Wednesday, 17th October, 2007, 07:45 PM

Quote:

*Originally Posted by Col_Pladoh**For some reason I dislike subscribing to any periodical...**Cheerio,
Gary*

Not to mention one, where in its current incarnation, you haven't read. :D

rossik

Wednesday, 17th October, 2007, 08:36 PM

Quote:

*Originally Posted by Col_Pladoh**I am in agreement with you, although a fledgling m-u will likely be a good deal older than a 1st level fighter. So for beginning PCs I suggest age 18 or so for a fighter or thief, age 21 or so for a cleric, and age 25 or thereabouts for a magic-user.**Cheers,
Gary*

wow, tx gary!

so simple and and feel so right!
also, if you see a 80 years old mage, maybe you are in big trouble!
but if you see a 80 yo fighter.... :p

JamesM

Wednesday, 17th October, 2007, 08:50 PM

Quote:

*Originally Posted by Col_Pladoh**Actually the cleric was based losely on Bishop Odo, brother of Duke William of Normandy, the fictional Friar Tuck, and a religious proscription against the shedding of blood.*

That's interesting; I don't believe I've ever heard mention of the Odo of Bayeaux connection. It makes sense in retrospect, although Odo doesn't have the best reputation historically, being something of a schemer, even against his own kin.

I take it then, from published sources such as Greyhawk materials, that you envisioned clerics (the character class) working as priests as well as semi-warriors? Hommlet, for example, is serviced by clerics at its temple to St. Cuthbert. I presume this means you saw no need for a non-cleric "priest" class or something similar?

haakon1

Wednesday, 17th October, 2007, 08:52 PM

Quote:

*Originally Posted by Col_Pladoh**About all that I am not fond of in literature are the classics and best sellers :eek:*

What? No "Prisoner of Zenda", "White Fang", or "Connecticut Yankee in King Arthur's Court" for you? (I'd forgotten I'd read these classic adventure tales as a kid!) :)

Or are you referring to heavy-weight classics, like Shakespeare (he was a pretty good writer!), "War and Peace", and "Moby-Dick".

"It doesn't have to be old to be classic." -- Slogan of "I-95" radio (WRKI), Brookfield, CT in the mid-1990s.

"It doesn't have to be classic to be old." -- Slogan of a competitor station who's not good enough to remember the call letters of.

Raven Crowking

Wednesday, 17th October, 2007, 08:57 PM

The DMG makes mention of The Tempest in the play sample....surely you can't be against Shakespeare!

What about The Count of Monte Cristo and writers like H.G. Wells?

;)

haakon1

Wednesday, 17th October, 2007, 08:59 PM

Quote:

*Originally Posted by **Col_Pladoh***

The players wisely declined to venture into NYC during the famous blackout. After wholoping some street punks they went back down the subway tunnel to where the inter-universe game was still operational.

Eggcellent! The through-the-gates to London in the 1980s adventure in Dragon was one of my very favorites, though I've wanted to save it as a campaign capper.

haakon1

Wednesday, 17th October, 2007, 09:03 PM

Quote:

*Originally Posted by **Col_Pladoh***

An agathocacological plane of insubstantial stuff has always fascinated me since I began contemplating additional realms. So the shadows from A. Merritt's Creep Shadow, Creep novel were included in the AD&D game, and new and similar monsters added to the projected plane between light and darkness. Skip Williams was going to co-author a long adventure module and sourcebook for the place, but he decided to remain a loyal employee of Lorraine Williams instead. I have my notes, but his are amons=gst them, so doing such a work now is pretty much unlikely.

When I read about the shadows and shades in the MMII, I had the idea that the Mage of the "Valley of the Mage" was one. I'm going to guess that was not your intent? :heh:

Col_Pladoh

Thursday, 18th October, 2007, 03:28 PM

Quote:

*Originally Posted by **Prince of Happiness***

Not to mention one, where in its current incarnation, you haven't read. :D

Quite so.

In general, though, I dislike having magazines arrive when I am not in the mood to read them, and after a couple sit in the to be read stack for a time I feel guilty...

Cheers,
Gary

Col_Pladoh

Thursday, 18th October, 2007, 03:30 PM

Quote:

*Originally Posted by **rossik***

wow, tx gary!

*so simple and and feel so right!
also, if you see a 80 years old mage, maybe you are in big trouble!
but if you see a 80 yo fighter.... :p*

OTOH,

If you see a gaggle of young, fresh-faces chaps in pointy hats it is also a good idea to beat feet immediately, as one is sure to fail at least one saving throw against charm person :eek:

Cheerio,
Gary

Col_Pladoh

Thursday, 18th October, 2007, 03:40 PM

Quote:

*Originally Posted by **JamesM***

That's interesting; I don't believe I've ever heard mention of the Odo of Bayeaux connection. It makes sense in retrospect, although Odo doesn't

have the best reputation historically, being something of a schemer, even against his own kin.

I take it then, from published sources such as Greyhawk materials, that you envisioned clerics (the character class) working as priests as well as semi-warriors? Hommlet, for example, is serviced by clerics at its temple to St. Cuthbert. I presume this means you saw no need for a non-cleric "priest" class or something similar?

As far as I am concerned the terms cleric and priest are interchangeable for the AD&D class. Consider many of the spells available to the cleric-- clearly meant to provide for the general population.

As a matter of fact in more recent times I have reconsidered the role of the cleric in a fantasy milieu with active deities. The ecclesiastics are much undervalued in most FPPG systems. They should be as prevalent and at least as influential as were the churchmen in early medieval Europe. Not only do they guarantee much in regards social continuity, teaching, community health, weather, husbandry, and agriculture; but they provide a working link to higher powers that interact with humanity regularly and often not benignly save through their good offices.

If you happen to see my book, *Living Fantasy*, have a look at what I have to say about the role of clerics therein.

Col_Pladoh

Thursday, 18th October, 2007, 03:54 PM

Quote:

Originally Posted by **haakon1**

What? No "Prisoner of Zenda", "White Fang", or "Connecticut Yankee in King Arthur's Court" for you? (I'd forgotten I'd read these classic adventure tales as a kid!) :)

Or are you referring to heavy-weight classics, like Shakespeare (he was a pretty good writer!), "War and Peace", and "Moby-Dick".

"It doesn't have to be old to be classic." -- Slogan of "I-95" radio (WRKI), Brookfield, CT in the mid-1990s.

"It doesn't have to be classic to be old." -- Slogan of a competitor station who's not good enough to remember the call letters of.

I read all of those young reader classics, but I preferred *Tarzan and the Jewels of Ophir*, *Kit Carson and the Golden Canyon*, *Jerry Todd and the Whispering Mummy*, and *Waab, the Biography of a Grizzly*.

I enjoy Shakespeare well enough, aced the course in college, and I have written a fairly good Shakesperian sonnet for a pal to use in impressing the lady with whom he was smitten, They later married.

The Russian and French classics, as well as most of the English and American ones are what I was referring to, including *Moby Dick* and *War and Peace*. OTOH, if one considers Sherlock Holmes stories classic, I am quite fond of such classics.

I thought the "Topper" stories great as a youngster but was bored to tears reading *Anthony Adverse*. All of those books mentioned above and many others such as the complete works of Shakespeare, Twain, Poe, and Balzac were in the family library at home, and whenever I was out of comic books and later pulp zines and paperbacks I would read them. Sometimes in bad weather I'd burn through three pulp zines a day, or a couple of average novels or a long one. My reading speed back then was near to 600 words a minute with c. 95% comprehension. College studying slowed my speed down a good deal, and I never attempted to regain what was lost as that made the books I enjoyed reading last longer.

Cheers,
Gary

Col_Pladoh

Thursday, 18th October, 2007, 03:58 PM

Quote:

Originally Posted by **Raven Crowking**

The DMG makes mention of *The Tempest* in the play sample....surely you can't be against Shakespeare!

What about *The Count of Monte Cristo* and writers like H.G. Wells?

;)

See above ;)

Prospero and Caliban were interesting certainly.

Rafael Sabatini wrote more interesting historical yarns than did dumas.

H.G. Wells was less interesting to me than Jules Verne.

Cheers,
Gary

Col_Pladoh

Thursday, 18th October, 2007, 04:01 PM

Quote:

Originally Posted by **haakon1**

Eggcellent! The through-the-gates to London in the 1980s adventure in Dragon was one of my very favorites, though I've wanted to save it as a campaign capper.

Whoa!

You made sense of my sloppy, typo-ridden statement. congratulations :cool:

Cheerio,
Gary

Col_Pladoh

Thursday, 18th October, 2007, 04:02 PM

Quote:

*Originally Posted by **haakon1***

When I read about the shadows and shades in the MMII, I had the idea that the Mage of the "Valley of the Mage" was one. I'm going to guess that was not your intent? :heh:

No, the spell-worker ruling the Valley of the Mage was envisioned by me as a demi-urge in retirement rather akin to Tom Bombadil.

Cheerio,
Gary

JamesM

Thursday, 18th October, 2007, 04:11 PM

Quote:

*Originally Posted by **Col_Pladoh***

As far as I am concerned the terms cleric and priest are interchangeable for the AD&D class. Consider many of the spells available to the cleric-- clearly meant to provide for the general population.

I assumed that was your intention. I ask mostly because there are some differences between the *D&D* cleric archetype and the more usual priestly one, specifically the combat puissance of the cleric.

Quote:

If you happen to see my book, Living Fantasy, have a look at what I have to say about the rle of clerics therein.

I shall keep an eye out for it, but it does not seem to have made its way into my neck of the woods.

JamesM

Thursday, 18th October, 2007, 04:14 PM

Gary,

I can't help but notice that, among the many PCs from your old Greyhawk campaign, comparatively few of them are demihumans. Likewise, Oerth, while possessing a few demihuman states like Celene, is clearly a world where humanity holds the upper hand. I presume this was done intentionally, perhaps as a nod to the pulp fantasies where non-human races are rare to non-existent?

Thanks.

Col_Pladoh

Thursday, 18th October, 2007, 04:32 PM

Quote:

*Originally Posted by **JamesM***

*I assumed that was your intention. I ask mostly because there are some differences between the *D&D* cleric archetype and the more usual priestly one, specifically the combat puissance of the cleric.*

....

Remember that I modeled the cleric class on Bishop Odo and Friar Tuck...both able combatants ;)

Cheerio,
Gary

Col_Pladoh

Thursday, 18th October, 2007, 04:44 PM

Quote:

*Originally Posted by **JamesM***

Gary,

I can't help but notice that, among the many PCs from your old Greyhawk campaign, comparatively few of them are demihumans. Likewise, Oerth, while possessing a few demihuman states like Celene, is clearly a world where humanity holds the upper hand. I presume this was done intentionally, perhaps as a nod to the pulp fantasies where non-human races are rare to non-existent?

Thanks.

Of course all well-considered fantasy world settings are homocentric. The authors are human, and all of the actual historical information available deals only with human culture, society, and history, save for mythology and folklore. Even those latter sources are homocentric in perspective.

I for one do not care to spend years of time and effort imagining and creating an exotic universe for a non-human race or races, complete with all that pertains to such a group. Just think of all the informatin we know and have recorded regarding humanity, and the effort needed to create a tenth of that lore for an imaginary race.

In short, that's why all the non-human races in imaginative writings such as books and games are not really very different from humans, just variants of them with some qualities exaggerated to give apparent differentiation--Klingons are fiercely warlike, Vulcans are coldly mental, Ferengi are completely crass and venal, etc. So dwarves are stout and love ale, elves are slender and nature-oriented, orcs are ugly and brutal...but have essentially human culture and societies.

Cheers,
Gary

Cheerio,
Gary

trollwad

Thursday, 18th October, 2007, 08:36 PM

Can you elaborate a bit on how you envisioned the Mage of the Valley? What exactly do you mean by a demi-urge? A demi-god somehow tied to a specific geographic feature. For example, the river (godling) Skamander in the Iliad? How similar was he to Basiliv in your Gord novel? I found Basiliv and Bardilingham odd because they seemed awfully tame compared to how the Valley of the Mage was described in the world of greyhawk glossography.

I use the Skamander example because I had always thought that since the mighty Javan River rises in the valley that the demi-urge might be related to the river (relegated to a backwater due to humanity's incursion into the Sheldomar)?

Any other thoughts on this topic? The nature of the Valley of the Mage was always one of those untouched gems that linger to this day.

trollwad

Thursday, 18th October, 2007, 08:41 PM

Below description of 'demiurge' is out of wikipedia. In what way do you see Bombadil and/or the mage of the valley as a demiurge if you use the word in that sense? If Oerth had the tripartite elder elemental gods who spun the universe out of chaos, then how does this much lesser (neutral) demiurge relate to the EEG? What is the relationship between a demiurge like the mage of the valley and Beory? Is he a more personal manifestation of her?

The Demiurge, The Craftsman or Creator, in some belief systems is the deity responsible for the creation of the physical universe. Originally, the demiurge was described as a divine entity in the works of Plato circa 360BC, but later in Gnosticism the term refers to the evil creator god of the material world.

The demiurge appears in a number of different religious and philosophical systems, most notably Platonism and later Gnosticism. Plato uses the term to mean the omni-benevolent creation. For Plato, the demiurge is a creator (of the laws or the heaven) or the creator (of the World) in Timaeus.

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Col_Pladoh

Thursday, 18th October, 2007, 08:48 PM

Quote:

Originally Posted by trollwad

Can you elaborate a bit on how you envisioned the Mage of the Valley? What exactly do you mean by a demi-urge? A demi-god somehow tied to a specific geographic feature. For example, the river (godling) Skamander in the Iliad? How similar was he to Basiliv in your Gord novel? I found Basiliv and Bardilingham odd because they seemed awfully tame compared to how the Valley of the Mage was described in the world of greyhawk glossography.

I use the Skamander example because I had always thought that since the mighty Javan River rises in the valley that the demi-urge might be related to the river (relegated to a backwater due to humanity's incursion into the Sheldomar)?

Any other thoughts on this topic? The nature of the Valley of the Mage was always one of those untouched gems that linger to this day.

As the IP in question is the property of WotC/Hasbro, I find it bootless to go into lengthy discussions regarding any portion of it.

Suffice say that Basiliv was envisaged as a demiurge in the classic sense of the term, a tool used by the creator, and is better personified by envisioning Tom Bombadil.

The rest is in the hands of the DMs utilizing the setting...and WotC to whatever extent they care to elaborate upon it.

Cheerio,
Gary

JamesM

Friday, 19th October, 2007, 05:08 AM

Quote:

Originally Posted by Col_Pladoh

Of course all well-considered fantasy world settings are homocentric. The authors are human, and all of the actual historical information available deals only with human culture, society, and history, save for mythology and folklore. Even those latter sources are homocentric in perspective.

Fair enough. What I actually meant, though -- and the answer is probably the same at any rate -- is why did you make demihumans and demihuman states rare in the Greyhawk setting? Was this simply a consequence of their being difficult to describe in anything other than broad/stereotypical terms or was there an (for want of a better word) "philosophical" reason for their scarcity? I'd always assumed that it was the influence of both earlier fantasy, which tended to lack demihumans altogether, and an adherence to folklore, which generally assumes that "demihumans" hide from humanity.

My apologies if this question is simply a repetition of what I asked previously.

Thanks.

Col_Pladoh

Friday, 19th October, 2007, 03:52 PM

Quote:

Originally Posted by JamesM

Fair enough. What I actually meant, though -- and the answer is probably the same at any rate -- is why did you make demihumans and demihuman states rare in the Greyhawk setting? Was this simply a consequence of their being difficult to describe in anything other than broad/stereotypical terms or was there an (for want of a better word) "philosophical" reason for their scarcity? I'd always assumed that it was the influence of both earlier fantasy, which tended to lack demihumans altogether, and an adherence to folklore, which generally assumes that "demihumans" hide from humanity.

My apologies if this question is simply a repetition of what I asked previously.

Thanks.

The answer is related to what I said regarding the virtual impossibility of creating a completely exotic milieu for a human-like, or even an intelligent, non-human species. There is no frame of reference from which to work.

As for the demi-human, and humanoid as well, states in the Flanaess, they are relatively few because it is assumed that humans are the dominant species on the world. Were it otherwise, then one would have to deal with the creation of one or more exotic cultures and societies that I addressed previously. the locigal level limits on non-human races is also directly related to this problem.

Personally, I do not find a cobbled-up "non-human" history, culture, and society that is plainly based on humanity particularly attractive in a

fantasy world setting...even if a special language is created to give the contrived work verisimilitude.

Cheerio,
Gary

Geoffrey

Friday, 19th October, 2007, 05:17 PM

Quote:

*Originally Posted by **Col_Pladoh***

Personally, I do not find a cobbled-up "non-human" history, culture, and society that is plainly based on humanity particularly attractive in a fantasy world setting.

I thoroughly agree. Non-humans should not be absurd "funny-looking humans with cool powers".

Col_Pladoh

Friday, 19th October, 2007, 05:37 PM

Quote:

*Originally Posted by **Geoffrey***

I thoroughly agree. Non-humans should not be absurd "funny-looking humans with cool powers".

Tell me, what else are virtually all the humanoid races in fantasy and SF if not just that?...although they may not have special powers, just accentuated human characteristics and senses.

As a matter of fact I am guilty of creating such species myself, but there is a reason, I am a human and think accordingly, and as I think I create. when a young female editor for a large publishing house once queried me in accusatory tone, "Why do you always write from the masculine perspective?!"

"Madam, I happen to be a male."

;)
Gary

Griffith Dragonlake

Friday, 19th October, 2007, 06:13 PM

Level Draining

Hi Gary, I wanted to get your opinion on the level draining ability of undead. Personally I have no problem with it both as a player and as a DM. I believe that between turning undead and restoration, a careful party can deal with such creatures successfully albeit with a great deal of healthy fear.

However, there are some others who hate level draining. One argument against level draining is that at least in 3rd edition, it causes too much bookkeeping. Given the complexity of 3rd edition character descriptions, I can understand that argument but I think it is really an indictment of 3rd edition rules rather than level draining.

In the 30 years that have elapsed since the AD&D Monster Manual was released, have you changed your opinion on level draining?

Vargo

Friday, 19th October, 2007, 06:41 PM

Quote:

*Originally Posted by **Col_Pladoh***

Tell me, what else are virtually all the humanoid races in fantasy and SF if not just that?...although they may not have special powers, just accentuated human characteristics and senses.

As a matter of fact I am guilty of creating such species myself, but there is a reason, I am a human and think accordingly, and as I think I create. when a young female editor for a large publishing house once queried me in accusatory tone, "Why do you always write from the masculine perspective?!"

"Madam, I happen to be a male."

;)
Gary

I thought I'd back up Gary with something a science fiction author (David Brin) once said when asked about creating memorable alien species - he basically said that he takes one trait (such as being a trickster, or being stubborn, or scheming, or something like that) and turns the dial up to eleven on that trait. He does have some pretty unusual creatures in his universe...

Nothing to ask Gary today, other than a sincere hope that your health is good!

Col_Pladoh

Friday, 19th October, 2007, 07:58 PM

Quote:

*Originally Posted by **Griffith Dragonlake***

Hi Gary, I wanted to get your opinion on the level draining ability of undead. Personally I have no problem with it both as a player and as a DM. I believe that between turning undead and restoration, a careful party can deal with such creatures successfully albeit with a great deal of healthy fear.

However, there are some others who hate level draining. One argument against level draining is that at least in 3rd edition, it causes too much bookkeeping. Given the complexity of 3rd edition character descriptions, I can understand that argument but I think it is really an indictment of 3rd edition rules rather than level draining.

In the 30 years that have elapsed since the AD&D Monster Manual was released, have you changed your opinion on level draining?

Short answer: No, I still am wholly behind loss of levels from undead and certain magic items. As you note there are sufficient counters to such loss as to mitigate the worst effects if the PC party is played well.

I can not comment on the 3E system of handling this, as such effect never happened in the 20 or so game sessions I did play using that system.

In my experience most of the players that whine about level draining are either not truly skillful ones or pure power gamers.

Cheers,
Gary

Col_Pladoh

Friday, 19th October, 2007, 08:04 PM

Quote:

Originally Posted by **Vargo**

I thought I'd back up Gary with something a science fiction author (David Brin) once said when asked about creating memorable alien species - he basically said that he takes one trait (such as being a trickster, or being stubborn, or scheming, or something like that) and turns the dial up to eleven on that trait. He does have some pretty unusual creatures in his universe...

Nothing to ask Gary today, other than a sincere hope that your health is good!

Yuppers!

It would be possible to create a completely different non-human species, but because the one doing so is human, some of that will surely show up in the supposedly exotic species, its history, cultures, and societies...not to mention technology. The time and effort required to devise such a thing would surely be inordinate, for the more successful the result the less the audience will be able to relate to it :uhoh:

And yes thanks! I am feeling pretty well and right chipper...only a tad overworked now in semi-retirement :lol:

Cheerio,
Gary

Sanguinemetaldawn

Saturday, 20th October, 2007, 05:36 AM

The original bard character class

Colonel,

In the AD&D PH, you wrote the following regarding the Bard in the appendix:

"Even though this presentation is greatly modified from the original bard character class, it is offered as supplemental to the system, and your DM will be the final arbiter as to the inclusion of bards in your campaign."

This piqued my interest, so I have been trying to track down the original bard class to compare. I went first to OD&D (Men & Magic, Eldritch Wizardry, etc) and wasn't able to find it, and I don't know where to start looking next. Did I just miss it or something?

Thanks.

Col_Pladoh

Saturday, 20th October, 2007, 04:44 PM

Quote:

Originally Posted by **Sanguinemetaldawn**

Colonel,

In the AD&D PH, you wrote the following regarding the Bard in the appendix:

"Even though this presentation is greatly modified from the original bard character class, it is offered as supplemental to the system, and your DM will be the final arbiter as to the inclusion of bards in your campaign."

This piqued my interest, so I have been trying to track down the original bard class to compare. I went first to OD&D (Men & Magic, Eldritch Wizardry, etc) and wasn't able to find it, and I don't know where to start looking next. Did I just miss it or something?

Thanks.

Whoa!

I have a fair to middling memory, but this is too great a demand on it. going back 30 years for the basis of a character class is not possible, but...

Check *The Strategic Review* first and then early issues of *The Dragon* magazine, as it seems likely that is where the initial treatment of the Bard appeared.

Any reader know the actual periodical name and date of issue for the article on the Bard as a character class?

Cheers,
Gary

JamesM

Saturday, 20th October, 2007, 04:46 PM

Quote:

*Originally Posted by **Col_Pladoh***

As for the demi-human, and humanoid as well, states in the Flanaess, they are relatively few because it is assumed that humans are the dominant species on the world. Were it otherwise, then one would have to deal with the creation of one or more exotic cultures and societies that I addressed previously. the logical level limits on non-human races is also directly related to this problem.

That's interesting. Would you mind expanding a bit on the level limits issue? I must admit that, while I had no problems with the demihuman level limits in *AD&D* and indeed would like to see them return to more common use, I'd always assumed you introduced them as a counter to the special abilities demihumans possess compared to humans. Obviously, I was mistaken about this and there's a deeper rationale behind it.

Thanks.

JamesM

Saturday, 20th October, 2007, 04:51 PM

Quote:

*Originally Posted by **Col_Pladoh***

Any reader know the actual periodical name and date of issue for the article on the Bard as a character class?

Strategic Review #6 (Volume II, No. 1) of February 1976.

Sanguinemetaldawn

Saturday, 20th October, 2007, 09:27 PM

Quote:

*Originally Posted by **JamesM***

Strategic Review #6 (Volume II, No. 1) of February 1976.

Excellent, found it, thanks.

Its interesting seeing the two versions side by side. The dual/triple classing version makes more sense based on the narrative presented for how bards are trained in Celtic environs, and the basis for bards in Skalds of the Norse.

You know, thats something I never really considered, the idea of one class being "training" for another class. The closest I can think of to this are the zero levels for the cavalier.

Geoffrey

Saturday, 20th October, 2007, 10:00 PM

Quote:

*Originally Posted by **Col_Pladoh***

Tell me, what else are virtually all the humanoid races in fantasy and SF if not just that? ["funny-looking humans with cool powers"]...although they may not have special powers, just accentuated human characterists and senses.

As a matter of fact I am guilty of creating such species myself, but there is a reason, I am a human and think accordingly, and as I think I create. when a young female editor for a large publishing house once queried me in accusitory tone, "Why do you always write from the masculine perspective?!"

"Madam, I happen to be a male."

;)
Gary

The only way I can do it is to adopt a strategy of some horror movies: The best way to make a monster scary is to keep it off-screen as much as possible. In my fantasy games, I try to do that by A) requiring all player characters to be human and B) limiting the PCs' interactions with demi-humans and humanoids to mostly small groups and cannon fodder. The PCs never hob-nob with a dwarven king, or eat lunch with elves, or engage in small-talk with a gnome. That would humanize them too much. Instead, I try to maintain a mystique around the demi-humans by using them sparingly. And when I do use them, they sometimes do things that make no sense at all from a human point of view. I think that the "culture shock" between a human and a demi-human should be qualitatively greater than the culture shock of a 21st-century American meeting a (for example) 14th-century B. C. Olmec.

Geoffrey

Sunday, 21st October, 2007, 06:45 AM

Gary, you and Brian Blume share the credits for the 1974 *Warriors of Mars* game. Do you recall how much each of you contributed to the game? Did you ever referee any rpg campaigns using the individual rules in this game?

Col_Pladoh

Monday, 22nd October, 2007, 04:30 PM

Quote:

Originally Posted by **Geoffrey**

*Gary, you and Brian Blume share the credits for the 1974 *Warriors of Mars* game. Do you recall how much each of you contributed to the game? Did you ever referee any rpg campaigns using the individual rules in this game?*

Howdy,

As a matter of fact the collaboration was one in which Brian and I contributed around equally, the combat system is his, while I did most of the monsters, and the rest we shared. Brian and I co-GMed a WoM game campaign for a time, and I used the setting for some of my D&D adventures. When the Burroughs Estate shut down the publication, that was the end of active play of the system as a stand-alone RPG.

Cheerio,
Gary

haakon1

Monday, 22nd October, 2007, 09:52 PM

Quote:

Originally Posted by **Col_Pladoh**

OTOH, if one considers Sherlock Holmes stories classic, I am quite fond of such classics.

...

Sometimes in bad weather I'd burn through three pulp zines a day, or a couple of average novels or a long one. My reading speed back then was near to 600 words a minute with c. 95% comprehension. College studying slowed my speed down a good deal, and I never attempted to regain what was lost as that made the books I enjoyed reading last longer.

I do consider Sherlock Holmes among the classics. 600 wpm reading speed and long, stormy Wisconsin winters explain a lot about you, Gary. :)

Sadly, I'm a much slower reader, so I've read much less, more like 40 pages an hour instead of . . . something like 120 for you?

As for Shakespeare, I like it, but the Shakespeare course was my worst grade in college. Apparently, I was not cut out to study such things, even though my parents met in English department grad school. <shrug>

haakon1

Monday, 22nd October, 2007, 09:54 PM

Quote:

Originally Posted by **Col_Pladoh**

No, the spell-worker ruling the Valley of the Mage was envisioned by me as a demi-urge in retirement rather akin to Tom Bombadil.

Cheerio,
Gary

What's a demi-urge? Ah, something like Tom Bombadil -- no need for further explanation. Thanks for that! :)

haakon1

Monday, 22nd October, 2007, 10:05 PM

Quote:

Originally Posted by **Sanguinemetaldawn**

You know, that's something I never really considered, the idea of one class being "training" for another class. The closest I can think of to this are the zero levels for the cavalier.

The AD&D Bard is interesting, but a bit complicated and very hard to achieve -- especially if you did campaigns where there's no "starting at 6th level" stuff, only starting from 1st level.

The start as one class and become another mechanic is somewhat similar to Prestige Classes in 3.x Edition. In fact, there's a hint in the Living Greyhawk book about Bards of the "Old Lore" existing under what sounds like AD&D Bard rules. I don't think they actually made it a Prestige Class, though, sadly.

Col_Pladoh

Monday, 22nd October, 2007, 10:31 PM

Quote:

*Originally Posted by **haakon1****I do consider Sherlock Holmes among the classics. 600 wpm reading speed and long, stormy Wisconsin winters explain a lot about you, Gary. :)**Sadly, I'm a much slower reader, so I've read much less, more like 40 pages an hour instead of . . . something like 120 for you?**As for Shakespeare, I like it, but the Shakespeare course was my worst grade in college. Apparently, I was not cut out to study such things, even though my parents met in English department grad school. <shrug>*

Yes, my reading speed was at c. 600 wpm until I was out of my teens, began reading more serious history, not merely Harolf Lamb books and historical novels. It dropped lower when I went to college.

I haven't timed myself for many years, but I expect I read at about 100 or so wpm for serious books, double that when reading an exciting bit of fiction. I burned through the Richard Sharpe series by Cornwell far too quickly :eek:

Cheerio,
Gary

Gentlegamer

Tuesday, 23rd October, 2007, 05:34 PM

Those who don't know "демиург" have not studied their Plato well enough. :)

By the way, I had a professor that firmly believed that a sniper should be placed near the graduation stage at college commencements, and any student who has not studied *The Republic* should be shot just as he reaches for his diploma.

Col_Pladoh

Tuesday, 23rd October, 2007, 06:19 PM

Oh-oh!

It has been nearly 50 years since i read Plato's *Republic* :heh:

:lol:
Gary

haakon1

Wednesday, 24th October, 2007, 03:06 AM

Quote:

*Originally Posted by **Gentlegamer****Those who don't know "демиург" have not studied their Plato well enough. :)**By the way, I had a professor that firmly believed that a sniper should be placed near the graduation stage at college commencements, and any student who has not studied *The Republic* should be shot just as he reaches for his diploma.*

I read it, but all I can remember is The Cave, the "silver" class (warriors and protectors), and the philosopher king idea.

I remember thinking at the time, "All these different ways of running the state, that's a lot like the table in the DMG, but no magocracy." :)

Gentlegamer

Wednesday, 24th October, 2007, 05:52 AM

"Read" != "studied" :)

The demiurge is not described in *Republic*, though. It is found in the dialog, *Timaeus*.

Gary, you've mentioned some college studies. I recall that you had a description of your overall formal education at your old homepage . . . would you mind recounting it here please?

Col_Pladoh

Wednesday, 24th October, 2007, 04:48 PM

Quote:

*Originally Posted by **Gentlegamer***

"Read" != "studied" :)

The demiurge is not described in Republic, though. It is found in the dialog, Timaeus.

Gary, you've mentioned some college studies. I recall that you had a description of your overall formal education at your old homepage . . . would you mind recounting it here please?

Nah...

It's too brief to bother with. Only about a year's worth of college credits...and acceptance to the U of Chicago that I turned down in favor of a position as an insurance underwriter.

:lol:
Gary

Nagora

Thursday, 25th October, 2007, 09:03 PM

Quote:

*Originally Posted by **JamesM***

That's interesting. Would you mind expanding a bit on the level limits issue? I must admit that, while I had no problems with the demihuman level limits in AD&D and indeed would like to see them return to more common use, I'd always assumed you introduced them as a counter to the special abilities demihumans possess compared to humans. Obviously, I was mistaken about this and there's a deeper rationale behind it.

Notice that almost all the demihumans live much longer lives than humans. Imagine the effects of lifting the level limits. What levels would a 1500 year old elf have? How many human armies could withstand the attack of a platoon of 100th level dwarven fighters?

Without something to explain why it is otherwise, the lifespans alone of demihumans would reduce humans to a borderline existence in a world of magic and battle.

That's what I've always assumed was behind the level limits. Personally, I'd also cap the demi-human thief ability too, although it would be a very high cap.

Now to ask my first question!

I've just finished reading through the whole of these threads and I think I can just about remember my own name but at least I know what has been asked before.

Obviously, I want to congratulate Gary on writing such a successful game and creating a whole genre of entertainment; an achievement attained by very few per century. And thank him for years of enjoyment

I also don't want to ask about all the usual AD&D topics so...

Gary: how do you run initiative in shogi? :D

Perhaps not...

Seriously, though, I'd like to know how often do you get to play shogi? I played a human opponent until about 12 years ago and then moved on (due to my opponent moving) to playing the computer. Once I upgraded past 266MHz, though, the computer became too good for me and I've not played for a long time. There is little to be learned from losing EVERY time!

"Normal" Chess players seem very unwilling to try it - much as I find that lawn bowlers fear ten-pin in case it throws their eye out for their competition games - do you find this?

What about other Chess variants? Do you get any play in at all? Have you tried the Discworld's Thud (available in nice sets now)?

Col_Pladoh

Thursday, 25th October, 2007, 09:57 PM

Quote:

*Originally Posted by **Nagora***

Notice that almost all the demihumans live much longer lives than humans. Imagine the effects of lifting the level limits. What levels would a 1500 year old elf have? How many human armies could withstand the attack of a platoon of 100th level dwarven fighters?

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What about other Chess variants? Do you get any play in at all? Have you tried the Discworld's Thud (available in nice sets now)?

Sure, and doing what I did was a good deal of fun for me as well!

Initiative in Shogi? Why Rock-Paper-Scissors, of course :lol:

Sadly, I too have few opponents for a game these days, although back around 20 or so years ago there were several persons willing to have it on the Shogi board, I was even contemplating getting a proper board (with the wires underneath it) and men to march it back in those days. I had a couple of books I read to improve my game so I wasn't a total novice.

Last summer I taught a visiting grandson of mine to play, and he kept at it for over two hours...determined to give his grandpater a tough game. He did, for at one point a carelessly lost my rook and had to play most deviously to get it back...with interest of a bishop.

My two favorite variant--as opposed to national--chess games are Double Chess and my own version of the Courier game--where the fool has the power of a king and knight combined, and the bishops (abbots in my game) are "hopping," but can move bit not take one square horizontally or vertically so as to change color. The sage next the queen is a silver general guardian piece. All the remainder of the pieces move as in modern chess. Because of the 12-file width of the board there are definite flanks as well as the critica; center board.

I wish I had some regular opponents around that would play variant and national games, but serious chess players know that doing that makes their regular game suffer. Once when I was seriously playing chess around age 20 I won two and drew one in a 10-game match against a USCF rated Expert, No chance of that now.

Cheers,
Gary

Vargo

Friday, 26th October, 2007, 02:23 AM

Gygax plays Shogi? :eek: I shouldn't be surprised, but I seriously thought I was the only one who had heard of that game on these shores, and I haven't played for lack of an opponent in something like fifteen years. Ah, that was a fun game...

Nagora

Friday, 26th October, 2007, 03:25 PM

Quote:

Originally Posted by **Col_Pladoh**

Because of the 12-file width of the board there are definite flanks as well as the critica; center board.

That reminds me of Dragonchess. I actually programmed my computer to play Dragonchess at the time when the rules were printed in Dragon #100 but the technology of the time meant that even a 3-ply search took something like 45 minutes, and with no openings book, that was for every move right from the start. That was too long to wait for a fairly poor level of challenge so I gave up on it and made a set with the boards layed out on the table in 2D. A bit of practise allowed us to map the boards up and down by eye okay and I had a few games with my friend Paul. I might have another go at writing a program; my computer might actually be up to it now.

Just glancing at Dragon 100 (the only issue I always have to hand) reminds me of the very silly London scenario - how we laughed! Horse-drawn hackney cabs and street urchins on the same encounter table as punk-rockers? It was a nice idea but designers of "real-world" scenarios should avoid cities they've never to, especially if they have a readership there.

But I digress. I do have a question about your players.

Obviously you play with what must be the most experienced role-players in the world at times. What's more, some of them have been playing with you right through from the start.

How do you think their playing styles have changed over the years? I've noticed that there is more roleplaying - speaking in character, separating character and player knowledge etc. - in our groups than when we started out (Judges Guild Thieves of Badabasker was the first commercial scenario/module I ever DMed). In the early days there wasn't a lot one could say really distinguished our Dungeon and Dragons play from our Dungeon! play. What changes have you noticed in your "old timers" play?

On a separate topic: I played the Western US board of Age of Steam at my brother's house last week (my fiancé won so there's a good chance we'll be playing THAT again). I know you have a liking for railroad games and I would say that I enjoyed AoS more than Ticket to Ride Europe. Have you played AoS?

Col_Pladoh

Friday, 26th October, 2007, 03:34 PM

Quote:

Originally Posted by **Vargo**

Gygax plays Shogi? :eek: I shouldn't be surprised, but I seriously thought I was the only one who had heard of that game on these shores, and I

haven't played for lack of an opponent in something like fifteen years. Ah, that was a fun game...

I found a reference to it in what was then my grandfather's Eleventh Edition of the *Encyclopedia Britannica* back when I was about 15. (The entry mentioned "punt-shaped pieces," a piece known as "The shooter with two bows," and another that was the "angle-goer." I was intrigued but could learn no more. That interest was spurred on because I had discovered the rules for Double Chess and Circular Chess in *The Boy's Own Book*, 1890 Edition, from the same library at home. It mentioned there were many different chess games, and I wanted to learn them all.

Finally when I was around age 21 and back living in Chicago I came across a Japanese gift shop on Broadway, Uhara's. Therein I found a book on Shogi and bought it along with a small wooden board and pieces. It was easy to teach myself how to play then.

Since then I have taught the game to a fair number of persons, but I lack a regular opponent. I even queried the owner of the Japanese restaurant here in Lake Geneva, but he is a Go player. That game is not my cup of tea...

Cheers,
Gary

Col_Pladoh

Friday, 26th October, 2007, 03:58 PM

Quote:

Originally Posted by **Nagora**

That reminds me of Dragonchess. I actually programmed my computer to play Dragonchess at the time when the rules were printed in Dragon #100 but the technology of the time meant that even a 3-ply search took something like 45 minutes, and with no openings book, that was for every move right from the start. That was too long to wait for a fairly poor level of challenge so I gave up on it and made a set with the boards layed out on the table in 2D. A bit of practise allowed us to map the boards up and down by eye okay and I had a few games with my friend Paul. I might have another go at writing a program; my computer might actually be up to it now.

The *Dragonchess* game gets a fair but of coverage on the Chess Variants boards.

Quote:

Just glancing at Dragon 100 (the only issue I always have to hand) reminds me of the very silly London scenario - how we laughed! Horse-drawn hackney cabs and street urchins on the same encounter table as punk-rockers? It was a nice idea but designers of "real-world" scenarios should avoid cities they've never to, especially if they have a readership there.

London is a great and fascinating city. The second time I was there we were wandering around, and I said to Gail, "I've been here before." Sure enough, I spotted Veriswami's Restaurant and there was Bond Street. We picked up a great Camel's sweater and a matching muffler for Gail in one of the shops.

A few years earlier, the first time I visited London I recall being in Trafalgar Square enjoying the sights, wearing my levis, cowboy boots and a wide belt with a buckle that was a smiling full moon. A young Brit came by, eyed me up and down, and nodded his approval of my garb. I was most amused.

The last time we visited I made the error of staying at the Berkley Hotel for the evening rather than getting a room at The Duke's. The place was superb, a five star hotel for certain, but what a cost and cash only. Luckily I was planning on doing some shopping at Herrod's so I had the 650 pounds sterling to cover the one-day stay there :eek:

Quote:

But I digress. I do have a question about your players.

Obviously you play with what must be the most experienced role-players in the world at times. What's more, some of them have been playing with you right through from the start.

*How do you think their playing styles have changed over the years? I've noticed that there is more roleplaying - speaking in character, separating character and player knowledge etc. - in our groups than when we started out (Judges Guild Thieves of Badabasker was the first commercial scenario/module I ever DMed). In the early days there wasn't a lot one could say really distinguished our *Dungeon and Dragons* play from our *Dungeon!* play. What changes have you noticed in your "old timers" play?*

As a matter of fact the "old-timers" seldom get together to adventure. When we do it is usually a session filled with a lot of nostalgia, and nothing approaching serious campaign play.

Of course mature players are not averse to doing some role-playing--something with which younger gamers are often uncomfortable primarily because they are not really sure who they are yet.

All in all, though, because no one has an ongoing campaign hereabouts (the scourage of work and family demands), most of our RPG sessions are aimed at action and do not focus on character development.

Quote:

On a separate topic: I played the Western US board of Age of Steam at my brother's house last week (my fiancé won so there's a good chance we'll be playing THAT again). I know you have a liking for railroad games and I would say that I enjoyed AoS more than Ticket to Ride Europe. Have you played AoS?

We played *Railroad Tycoon* last Wednesday at Ernie's place. I thought for sure Tom Wham was going to win, but in the end, three of us were about two to five points behind Ernie.

I won the last two games of TtRE we played, so I do like that game :lol:

Regretably, I have not tried Age of Steam as yet. I must see if Tom Wham has the game, and if not I'll see about getting a copy for Christmas. Thanks for the recommendation.

It seems a shame that the old *Rail Baron* game is not kept in print, as it is great fun.

Cheerio,
Gary

JohnRTroy

Friday, 26th October, 2007, 05:53 PM

Quote:

*Originally Posted by **Nagora***

Just glancing at Dragon 100 (the only issue I always have to hand) reminds me of the very silly London scenario - how we laughed! Horse-drawn hackney cabs and street urchins on the same encounter table as punk-rockers? It was a nice idea but designers of "real-world" scenarios should avoid cities they've never to, especially if they have a readership there.

Just an aside, no need to Hijack, but the reason the London was "off" was because the scenario was not based on the "real world", but a children's book--something called "Boggarts", "Buggles", "Boggles", or something that began with a be, where children turned into faerie-like creatures--the street urchins, so it's off and has anachronisms because of that. It wasn't referred to in the adventure itself for copyright reasons, but a few issues later it was confirmed when a letter-writer wrote in with similar complaints.

EDITED: It was a book series called The Borribles: <http://www.theborribles.co.uk/borrible.htm>

Nagora

Friday, 26th October, 2007, 07:37 PM

Quote:

*Originally Posted by **Col_Pladoh***

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Regretably, I have not tried Age of Steam as yet. I must see if Tom Wham has the game, and if not I'll see about getting a copy for Christmas. Thanks for the recommendation.

It seems a shame that the old Rail Baron game is not kept in print, as it is great fun.

I did like RB; had a nice feel to it. Alas, my copy was destroyed years ago in a house moving accident.

As to Age of Steam, though: if you've bought Railroad Tycoon you might want to try AoS before buying it. RRT is by the same designer and is billed as "Age of Steam lite", so you might not want to invest in both if you already have one or t'other. I've not tried RRT yet myself, but that's what I've been told.

haakon1

Saturday, 27th October, 2007, 07:15 AM

Quote:

*Originally Posted by **JohnRTroy***

Just an aside, no need to Hijack, but the reason the London was "off" was because the scenario was not based on the "real world", but a children's book--something called "Boggarts", "Buggles", "Boggles", or something that began with a be, where children turned into faerie-like creatures--the street urchins, so it's off and has anachronisms because of that. It wasn't referred to in the adventure itself for copyright reasons, but a few issues later it was confirmed when a letter-writer wrote in with similar complaints.

EDITED: It was a book series called The Borribles: <http://www.theborribles.co.uk/borrible.htm>

Huh. I just assumed the author was setting it in the 1930's to early 1950's (when horse drawn beer wagons and milk wagons still existed), possible with some later elements added as an eclectic after thought.

I thought a lot about this scenario of D&D to the real world over the years, not the actual adventure itself. Certain elements for "cross-over" softness between worlds have occurred to me:

-- St. Cuthbert himself.

-- The British Museum. Where else should the Mace of St. Cuthbert be stored, along with spellbooks, etc. I mean, the Rosetta Stone, surely that links worlds, not just languages?

-- Tolkien and Oxford. IIRC, he claimed he found "The Red Book of West March" in his garden or on a walk, and "his" work in English is really just a translation from the Elvish. That must be true. :) The fact that certain loonies learned Elvish from his books is definitely to be used too -- I love Elvish as the common language between worlds, not Common = English, and the PC's having to find Tolkien fanatics to translate and help with spells to return, much like the plot of "Galaxy Quest".

-- The Stargate. Weird accidents have been known to happen.

-- Lake Geneva, WI, as a place where there's thin world-barrier cross-over. In my version, it would probably only be in the dead of winter in the worst Wisconsin white out blizzards, when Lake Geneva co-exists in both our world and Greyhawk, where of course it's the City of the Gods in the Land of Black Ice. :) If the players show up though and look for Mr. Gygax, he's off at a convention, because it's just funnier and less weird that way. :heh:

Enough of that.

Col_Pladoh

Saturday, 27th October, 2007, 03:58 PM

As a FWIW:

In the 1940s in Chicago there were horse-drawn milk wagons and junkmen's wagons as well.

In the late 1940s there were still horse-drawn farm wagons in Lake Geneva, although not many.

Of course these days horse and carriage rigs are commonly seen here, as tourists love to ride around thus.

Cheers,
Gary

GrumpyOldMan

Saturday, 27th October, 2007, 11:41 PM

Quote:

Originally Posted by JohnRTroy

Just an aside, no need to Hijack, but the reason the London was "off" was because the scenario was not based on the "real world", but a children's book--something called "Boggarts", "Buggles", "Boggles", or something that began with a be, where children turned into faerie-like creatures--the street urchins, so it's off and has anachronisms because of that. It wasn't referred to in the adventure itself for copyright reasons, but a few issues later it was confirmed when a letter-writer wrote in with similar complaints.

EDITED: It was a book series called The Borribles: <http://www.theborribles.co.uk/borrible.htm>

True, but speaking as another Brit. that scenario stank to the stinkiest degree. I had a run of Dragons from issue 30ish, lots of scenarios, mostly passable, some excellent. I stopped buying soon after 100. it was made worse (in the UK) because if I remember right TSR UK had been set up back then. If anyone at Dragon had thought to pass the scenario by TSR UK I'm pretty sure that the head guy (Ed Turnbull?) would have said 'It stinks.' It had policemen with guns too, and the currency was wrong. I'm old, I'm grumpy, and I have much hate for that scenario.

Col_Pladoh

Sunday, 28th October, 2007, 03:37 PM

Quote:

Originally Posted by GrumpyOldMan

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Don turnbull was heading up TSR UK back then. I had urged him to do a British Edition of *The Dragon*, but he insisted on a whole new magazine, *Imagine*. Had he been amenable to my suggestion, that scenario would never have appeared.

Bobbies with firearms indeed :uhoh:

How I loved the old English monetary system with its farthings, ha'pence, pence, shillings, florins, half-crowns, crowns, pounds, and guineas--really confusing until one learned it, and so I patterned the AD&D monetary system on it.

Someone likely older and grumpier than you, but one that loves real ale and English cuisine :lol:

Cheerio,
Gary

GrumpyOldMan

Sunday, 28th October, 2007, 04:30 PM

Quote:

Originally Posted by Col_Pladoh

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*Cheerio,
Gary*

I always rather liked Imagine, of course, in the good old days there was competition from the UK's best RPG mag, White Dwarf. I suppose that it's still going, unlike Dragon, but in my opinion death is better than the fate White Dwarf suffered.

Even in the seventies, the key to the only gun cabinet in the police station (and not all stations had gun cabinets) was kept locked in the station

safe.

When you start sticking the slang terms for currency, like tanner & bob that really cionfuses the young 'uns :lol:

I'll certainly give you older, and I'm sure that you've got a lot more than me to be grumpy about!

Col_Pladoh

Sunday, 28th October, 2007, 04:46 PM

Quote:

*Originally Posted by **GrumpyOldMan***

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It is notable that the new direction for GW has been so successful, and that they are now the second largest hobby game company in the world. If they focused on RPGs I do believe that GW would be recruiting and growing the market...quite unlike what WotC is doing.

IIRR, a bob is a shilling, but I haven't heard of a tanner. None of my english chums ever used the term. Do tell, what is it?

And heh...I am seldom grumpy on these boards, for the comments and questions here are generally polite, interesting, and enjoyable. It is a matter of fact, though, that I do get rather irascible now and again.

Cheers,
Gary

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Nagora

Sunday, 28th October, 2007, 07:52 PM

Quote:

Originally Posted by Col_Pladoh

It is notable that the new direction for GW has been so successful, and that they are now the second largest hobby game company in the world. If they focused on RPGs I do believe that GW would be recruiting and growing the market...quite unlike what WotC is doing.

GW has certainly picked and stuck to its own direction ("chaos spikey bits" as we used to call it). It's not for me, but it is hard to deny that it is easier to find GW products in the UK than WotC's. There are GW shops in even relatively small cities like Belfast.

Quote:

IIRR, a bob is a shilling, but I haven't heard of a tanner. None of my english chums ever used the term. Do tell, what is it?

It's a sixpence. The origin of the term seems to be connected with the wages of the profession it takes its name from.

Quote:

And heh...I am seldom grumpy on these boards, for the comments and questions here are generally polite, interesting, and enjoyable. It is a matter of fact, though, that I do get rather irascible now and again.

You are amongst friends here (maybe even preaching to the converted :)). I doubt that you would find things so congenial on, say, the Order of the Stick boards despite OotS itself being a very entertaining read.

loseth

Sunday, 28th October, 2007, 10:03 PM

Colonel,

I used to assume that D&D was based on Tolkien, but doing a study of typical themes and elements in Howard's *Conan* stories, I quickly realised that I had been mistaken, and that (1e) D&D was, in fact, far more Hyborea than Middle Earth. So, I'm dying to know: If you had to rank the degree of influence the following four authors had on you when you designed AD&D, would this ranking be accurate?

1. Howard
2. Leiber
3. Vance
4. Lovecraft

And part 2: Is that list of 4 missing any very significant influence(s)? Are any of those authors not deserving of the title 'very significant influence on D&D?'

Thanks,

loseth

Col_Pladoh

Sunday, 28th October, 2007, 10:40 PM

Hi Nagora,

I am not much of a one for fantasy miniatures myself.

A sixpence, eh? How jolly! :lol:

I have had a few wise guys here and on the Dragonsfoot boards. The worst seems to be RPGnet, so I assiduously ignore that website.

Cheers,
Gary

Col_Pladoh

Sunday, 28th October, 2007, 10:48 PM

Quote:

Originally Posted by loseth

Colonel,

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Thanks,

loseth

It is hard to rank such influence, but I'll take a stab at it...and add authors as well. Some on the list below are virtually tied as I consider them:

Howard
De Camp & Pratt
Vance
Leiber
Moorcock
Merritt
Lovecraft
Saberhagen
Poul Anderson
Tolkien
...and a score of others ;)

Cheers,
Gary

JamesM

Monday, 29th October, 2007, 02:44 PM

Gary,

If my memory does not fail me, the original write-up for luz in *Dragon* was vague about his demonic parentage, theorizing that he might be "a by-blow of Orcus." Later, it was revealed that Graz'zt was the Old One's demonic sire. Was there any reason for this change (if change it be) and, if so, did it relate to your use of Orcus or Graz'zt in the Greyhawk campaign?

Thanks.

Col_Pladoh

Monday, 29th October, 2007, 05:31 PM

Quote:

Originally Posted by **JamesM**

Gary,

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Thanks.

The very same question was recently posed on another website. When I was hyping luz I thought suggesting that Orcus was his sire would make luz more menacing. I never intended to link his parentage to that mighty demon, and thus later on I noted that Graz'zt was his progenator.

I had Orcus appear once in my campaign, but luz was was a behind-the-scenes figure far more often. That said, none of the PCs were of sufficient level to manage a confrontation with luz, let alone Graz'zt or Orcus.

Cheers,
Gary

T. Foster

Monday, 29th October, 2007, 05:49 PM

Quote:

Originally Posted by **Col_Pladoh**

It is hard to rank such influence, but I'll take a stab at it...and add authors as well. Some on the list below are virtually tied as I consider them:

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Moorcock
Merritt
Lovecraft

Saberhagen
Poul Amderson
Tolkien
...and a score of others ;)

Cheers,
Gary

Michael Moorcock has climbed a bit since your list in the AD&D DMG (which included Merritt and Lovecraft but not Moorcock on the list of "most immediate influences"), and I'm also a bit surprised to see Fred Saberhagen so high on the list (above other "usual suspects" like Burroughs, Farmer, and Fox). I've read Saberhagen's "Empire of the East" series (on the basis of your recommendation in the aforementioned DMG list) but nothing else -- are there any other titles by him that you particularly recommend?

rossik

Monday, 29th October, 2007, 09:56 PM

hi gary!

sorry if someone asked this before, but...

why drows have spiders as "sacred"?

i mean, why do you choose spiders? any reason in particular?

what is your thought about "good" drows (not drizzt, i was thinking on that eberron scorpion clan, or something like that)

tx!

Col_Pladoh

Monday, 29th October, 2007, 10:23 PM

Quote:

*Originally Posted by **T. Foster***

Michael Moorcock has climbed a bit since your list in the AD&D DMG (which included Merritt and Lovecraft but not Moorcock on the list of "most immediate influences"), and I'm also a bit surprised to see Fred Saberhagen so high on the list (above other "usual suspects" like Burroughs, Farmer, and Fox). I've read Saberhagen's "Empire of the East" series (on the basis of your recommendation in the aforementioned DMG list) but nothing else -- are there any other titles by him that you particularly recommend?

The first two Elric stories were very influential in the development of the D&D game. Saberhagen is listed for his "Empire of the East" that I very much liked. None other of his novels struck me in this regard. Anyway, the series Saberhagen called to mind Stanley Weinbau's *The Black Flame*. That is not to deny Farmer, Fox, and Burrough had considerable influence. As I noted, another score of authors belong on the list.

Cheers,
Gary

Col_Pladoh

Monday, 29th October, 2007, 10:26 PM

Quote:

*Originally Posted by **rossik***

hi gary!

sorry if someone asked this before, but...

why drows have spiders as "sacred"?

i mean, why do you choose spiders? any reason in particular?

what is your thought about "good" drows (not drizzt, i was thinking on that eberron scorpion clan, or something like that)

tx!

The Drow are nasty and poisonous and lurking and dwell in darkness as do many sorts of spiders.

As I created them, there are absolutely no good Drow save for the insane.

Cheerio,
Gary

rossik

Monday, 29th October, 2007, 10:49 PM

Quote:

*Originally Posted by **Col_Pladoh***

As I created them, there are absolutely no good Drow save for the insane.

OMG, i wanna put that in my signature!!!!

tx gary!!

(did it worked?)

T. Foster

Monday, 29th October, 2007, 11:14 PM

Hi Gary,

One more quick thing on the AD&D DMG "Inspirational Reading" list, if you don't mind: in that list, you single out the anthology *Swords Against Darkness III* (ed. Andrew J. Offutt), but not the other volumes of that series (which ran to 5 volumes in total, though I believe the last volume or 2 may have post-dated the DMG). Why vol. 3 specifically rather than the series as a whole? Was there something in that specific volume (perhaps Poul Anderson's essay "On Thud and Blunder") that stood out as particularly noteworthy, something in the other volumes that turned you off, or was it as simple as that vol. 3 just happened to be the only one of the series you had read?

Nagora

Tuesday, 30th October, 2007, 12:31 PM

Gary,

I'm sure someone will have sent you this already, but just in case here's a seasonal image that might raise a smile

<http://hobased.stores.yahoo.net/dunanddrag.html>

JamesM

Tuesday, 30th October, 2007, 01:28 PM

Quote:

*Originally Posted by **Col_Pladoh***

That said, none of the PCs were of sufficient level to manage a confrontation with luz, let alone Graz'zt or Orcus.

That's interesting. I take it then that, in your Greyhawk campaign, characters didn't tend to reach very high levels of experience? One of the things I always liked and appreciated about AD&D was the difficulty of achieving levels above 9th or so. This ensured that even long-played characters never became veritable living gods capable of singlehandedly taking on armies and so forth. This seems much more in keeping with the pulp fantasies that influenced the development of the game.

Col_Pladoh

Tuesday, 30th October, 2007, 03:55 PM

Quote:

*Originally Posted by **JamesM***

That's interesting. I take it then that, in your Greyhawk campaign, characters didn't tend to reach very high levels of experience? One of the things I always liked and appreciated about AD&D was the difficulty of achieving levels above 9th or so. This ensured that even long-played characters never became veritable living gods capable of singlehandedly taking on armies and so forth. This seems much more in keeping with the pulp fantasies that influenced the development of the game.

The old veterans had PCs with levels in the teens after about 10 yeras of play. Back then my own highest level PC was the same, although nearly 20th level. It was common to virtually retire a character when 15th or so level was attained.

Cheerio,
Gary

JamesM

Tuesday, 30th October, 2007, 04:12 PM

Quote:

*Originally Posted by **Col_Pladoh***

The old veterans had PCs with levels in the teens after about 10 yeras of play.

This really is remarkable to hear, both because of the slowness of leveling and the longevity of these characters. Nowadays, I read constantly about the notion that most D&D campaigns last about 18 months, during which time the PCs reach higher levels than yours did in 10 years. Not to sound like an old man but, when I was playing AD&D regularly, we simply assumed any player who claimed to have a character above level 15 or so either to have been lying or to have a Monty Haul-style DM.

How things have changed!

Col_Pladoh

Tuesday, 30th October, 2007, 04:33 PM

Quote:

*Originally Posted by **JamesM***

This really is remarkable to hear, both because of the slowness of leveling and the longevity of these characters. Nowadays, I read constantly about the notion that most D&D campaigns last about 18 months, during which time the PCs reach higher levels than yours did in 10 years. Not to sound like an old man but, when I was playing AD&D regularly, we simply assumed any player who claimed to have a character above level 15

or so either to have been lying or to have a Monty Haul-style DM.

How things have changed!

Remember that my group began playing late in 1972, and that most of the dedicated regulars had more than one PC. No one wanted very high level PCs because that precluded their character from many of the adventures run. The only DM that managed a campaign accommodating such PCs was Francois Marcela Froideval. In his game PCs in their teens were low-level flunkies.

Anyway, there was no coddling of characters, so everyone of us made sure to have undo petrification, clones, wish spells, and a helpful cleric ready for times of crises... :eek:

Cheerio,
Gary

Darkwolf71

Tuesday, 30th October, 2007, 05:59 PM

Quote:

Originally Posted by **Col_Pladoh**

The Drow are nasty and poisonous and lurking and dwell in darkness as do many sorts of spiders.

As I created them, there are absolutely no good Drow save for the insane.

*Cheerio,
Gary*

Ah, D'rizzt. How I loathe thee.

Not as a fictional character. He is superb in that regard, but the effect his birth had on the most wonderfully evil, perfect for behind the scenes manipulating, masters of deceit, is IMHO horrible.

I'm curious, Gary (if I may be so familiar), Have you had the opportunity to see Mongoose's *The Drow War* campaign? LE Nazi-like Drow set to take over the surface world. The PC's job is, of course, to stop them. I wonder if they have captured your vision of the dark elves as well as I believe they have.

Anyway, I have been following this thread for sometime and have had numerous questions that I should have asked, but did not. Now they are lost, perhaps for good due to my horrible memory for such things. Ah well, in the future I will have to make myself less shy. It is an honor, sir, to have your knowledge and memories here for us to pick through.

Col_Pladoh

Tuesday, 30th October, 2007, 09:30 PM

Hi Darkwolf71,

As a matter of fact I have not seen the Mongoose treatment of the Drow. I can say though, that if the dark elves are seeking to remove themselves to the surface world, wrong! Only if the drow could make the upper world lightless would they want to inhabit it.

Of course there is a leap there, but just in case... :lol:

Feel free to address me as Gary, and to ask whatever questions you might have. I am not shy about answering, or not replying to the query save to say no way will I address the subject;)

Cheers,
Gary

ColonelHardisson

Wednesday, 31st October, 2007, 12:40 AM

Hi Gary -

I've been remiss in checking in on this thread lately, so I may have missed it if you told how you liked Gene Wolfe's "The Knight." Did you like it enough to read "The Wizard"? If so, did you enjoy the story as a whole?

Burlappen

Wednesday, 31st October, 2007, 01:35 AM

Hey! (Wow...Gary Gygax...heh)

I read something really interesting in the last Paizo produced Dragon magazine (before the rights reverted to WotC). They quoted you from a 1984 interview with Polyhedron saying:

"By the way, action takes place on Yarth, a place somewhat similar to Oerth, the setting of Greyhawk et al. It has fewer magical properties than Oerth, but more than Earth. It is not impossible that additional works will be contracted for in months to come, action being set on Yarth or perhaps another alternate world, Aerth. On Earth, magic is virtually non-existent. On Uerth, dwomers are weak, chancy things. Yarth has a sprinkling of things magical, and Oerth is pure magic."

Now I am well aware of what has been done with the various D&D settings by other people, but I'm curious to go to the man himself:

What's the structure of YOUR Greyhawk cosmology? How do the different settings (Earth, Yarth, Oerth, etc.) connect?

Any more info you have on what Yarth, Aerth, and Uerth are like in contrast to Greyhawk and Earth?

I read what you wrote and was really intrigued.

JohnRTroy

Wednesday, 31st October, 2007, 02:52 AM

Quote:

As a matter of fact I have not seen the Mongoose treatment of the Drow. I can say though, that if the dark elves are seeking to remove themselves to the surface world, wrong! Only if the drow could make the upper world lightless would they want to inhabit it.

The Drow of Oerth maybe.

The Drow of Phaeree (Aerth), rivals of the Slaugh, might want to escape the awful sun they have in Inner Phaeree which is sickly and ghastly.

No Drow on Learth...but there are Dockalfar and Huldra and maybe Ulfs... :p

haakon1

Wednesday, 31st October, 2007, 07:25 AM

Quote:

Originally Posted by Col_Pladoh

Bobbies with firearms indeed :uhoh:

Tut tut. Easily enough explained away, if one needed to keep such details:

-- Special Branch. Anti-terrorist police are armed, as needed.

-- MI-5 undercover as bobbies.

-- UNIT or Torchwood Institute from Dr. Who undercover as the Met. (Indeed, the Torchwood Institute is much newer than the Dungeon adventure, but nonetheless).

-- Alternate universe. Perhaps Jerry won the war?

Quote:

Originally Posted by Col_Pladoh

How I loved the old English monetary system with its farthings, ha'pence, pence, shillings, florins, half-crowns, crowns, pounds, and guineas--really confusing until one learned it, and so I patterned the AD&D monetary system on it.

Nod, this proves the adventure is set pre-1974. I suspected AD&D money was British, but the 20:1 ratio of sp to gp makes sense in old silver dollars and \$20 eagles too.

Quote:

Originally Posted by Col_Pladoh

Someone likely older and grumpier than you, but one that loves real ale and English cusine :lol:

Theory: Like our founder, all D&D players appreciate good English pubs and/or exhibit other minor habits of pro-Britishness, if only dwarves with bad Scottish accents. Debate.

haakon1

Wednesday, 31st October, 2007, 07:38 AM

Gary, did you ever use the Rakshasa as a boss monster or other important foe? Seems interesting, but a little odd to integrate in the average campaign.

I do remember your story about getting the idea for putting it in AD&D from a TV show, rather than directly from Indian mythology.

I got inspired about this monster when I saw one in a museum . . . errr, a statue of one!

Darkwolf71

Wednesday, 31st October, 2007, 01:03 PM

Quote:

*Originally Posted by **Col_Pladoh***

*As a matter of fact I have not seen the Mongoose treatment of the Drow. I can say though, that if the dark elves are seeking to remove themselves to the surface world, wrong! **Only if the drow could make the upper world lightless would they want to inhabit it.***

Heh, now that's an interesting thought...

Happy Halloween, Gary (and fellow readers).

I'm wondering this morning, if your campaigns ever had seasonal themes? I remember the Halloween issues of *Dragon* were always among my favorites.

Col_Pladoh

Wednesday, 31st October, 2007, 02:38 PM

Quote:

*Originally Posted by **ColonelHardisson***

Hi Gary -

I've been remiss in checking in on this thread lately, so I may have missed it if you told how you liked Gene Wolfe's "The Knight." Did you like it enough to read "The Wizard"? If so, did you enjoy the story as a whole?

Hi Colonel :)

I went through *The Knight* with verve. Then I started in *The Wizard* and found it slower going. I am only about half way through the book, reading some original Conan as well as a Planet Stories Moorcock novel from Paizo instead of finishing it. I am having trouble relating to the "good" frost giants...

Cheerio,
Gary

Col_Pladoh

Wednesday, 31st October, 2007, 02:47 PM

Quote:

*Originally Posted by **Burlappen***

Hey! (Wow...Gary Gygax...heh)

I read something really interesting in the last Paizo produced Dragon magazine (before the rights reverted to WotC). They quoted you from a 1984 interview with Polyhedron saying:

"By the way, action takes place on Yarth, a place somewhat similar to Oerth, the setting of Greyhawk et al. It has fewer magical properties than Oerth, but more than Earth. It is not impossible that additional works will be contracted for in months to come, action being set on Yarth or perhaps another alternate world, Aerth. On Earth, magic is virtually non-existent. On Uerth, dwomers are weak, chancy things. Yarth has a sprinkling of things magical, and Oerth is pure magic."

Now I am well aware of what has been done with the various D&D settings by other people, but I'm curious to go to the man himself:

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Any more info you have on what Yarth, Aerth, and Uerth are like in contrast to Greyhawk and Earth?

I read what you wrote and was really intrigued.

What I was expounding on was a cosmology of parallel worlds to Earth, each with varying magical activity. I did not mention the technology level of those worlds or other parallel worlds in the series, but they too exist in that multiverse.

Aerth was detailed for the Dangerous Journeys game system, but not that envisioned in 1984 as a direct connection to Oerth was no longer possible. Since then I have designed the Learth, the world setting for the *Legendary Adventure* FRPG. It too is separate as the Aerth is no longer my IP either. At least the baseling, Earth, remains available to all designers seeking to devise a connected series of parallel worlds :lol:

So many game projects, so little time...

Cheerio,

Col_Pladoh

Wednesday, 31st October, 2007, 02:50 PM

Quote:

*Originally Posted by J **ohR T yo***

The Drow of Oerth maybe.

The Drow of Phaeree (Aerth), rivals of the Slaugh, might want to escape the awful sun they have in Inner Phaeree which is sickly and ghastly.

No Drow on Learth...but there are Dockalfar and Huldra and maybe Ulfs... :p

An excellent creative alternative, JRT :cool:

When you visit let's discuss you detaiing the material :lol:

Cheerio,
Gary

Col_Pladoh

Wednesday, 31st October, 2007, 02:55 PM

Quote:

*Originally Posted by **haakon1***

Tut tut. Easily enough explained away, if one needed to keep such details:

-- Special Branch. Anti-terrorist police are armed, as needed.

-- MI-5 undercover as bobbies.

-- UNIT or Torchwood Institute from Dr. Who undercover as the Met. (Indeed, the Torchwood Institute is much newer than the Dungeon adventure, but nonetheless).

-- Alternate universe. Perhaps Jerry won the war?

Nod, this proves the adventure is set pre-1974. I suspected AD&D money was British, but the 20:1 ratio of sp to gp makes sense in old silver dollars and \$20 eagles too.

Theory: Like our founder, all D&D players appreciate good English pubs and/or exhibit other minor habits of pro-Britishness, if only dwarves with bad Scottish accents. Debate.

All I can say is: that's really stretching it...and if Germany won WW II there would be Polezi and Gestapo walking about, not Bobbies :eek:

And to think the Brits gave up their proper system of measurement for a French kickshaw. Only the USA won't give an inch in that regard!

:lol:
Gary

Col_Pladoh

Wednesday, 31st October, 2007, 02:58 PM

Quote:

*Originally Posted by **haakon1***

Gary, did you ever use the Rakshasa as a boss monster or other important foe? Seems interesting, but a little odd to integrate in the average campaign.

I do remember your story about getting the idea for putting it in AD&D from a TV show, rather than directly from Indian mythology.

I got inspired about this monster when I saw one in a museum . . . errr, a statue of one!

Yup!

As the AD&D rakshasa is not a potent demon, I did indeed have a couple of them as the head of a group of nasties bent on wreaking havoc. As some nagas were opposing them the PCs could get assistance to defeat the tiger-demons.

My original inspiration for the AD&D rakshasa was indeed an episode of *The Night Stalker*.

Cheerio,
Gary

Col_Pladoh

Wednesday, 31st October, 2007, 03:02 PM

Quote:

*Originally Posted by **Darkwolf71***

Heh, now that's an interesting thought...

Happy Halloween, Gary (and fellow readers).

I'm wondering this morning, if your campaigns ever had seasonal themes? I remember the Halloween issues of Dragon were always among my favorites.

The vampires would appreciate the Drow efforts to bring darkness to the world...as long as that gloom didn't affect their food supply...likely drow.

Food for all on a lightless world would be a real problem, wouldn't it?

Anyway, no, I never did have the time to seasonally theme adventures in my campaign. Seems as if the PCs always had their own theme going.

Cheers,
Gary

JamesM

Wednesday, 31st October, 2007, 03:15 PM

Quote:

*Originally Posted by **Col_Pladoh***

*My original inspiration for the AD&D rakshasa was indeed an episode of *The Night Stalker*.*

Ironically, I just watched that very episode the other day. As a child, it was one of my favorites and certainly colored the way I used rakshasas in my old AD&D campaign. Nice to hear you obviously derived as much inspiration from it as I did. :)

JamesM

Wednesday, 31st October, 2007, 03:21 PM

Gary,

Did you ever consider using a vague monotheism à la *The Lord of the Rings* in AD&D rather than polytheism? I'm assuming not, given things you've said in the past about angels vs. devas, etc. I ask primarily because I've always found the medieval trappings of the game somewhat at odds with its pulp polytheism.

Thanks.

Nagora

Wednesday, 31st October, 2007, 03:25 PM

Quote:

*Originally Posted by **haakon1***

Nod, this proves the adventure is set pre-1974. I suspected AD&D money was British, but the 20:1 ratio of sp to gp makes sense in old silver dollars and \$20 eagles too.

Actually, decimalisation (the first of the Great Dumbing-Downs) was started in 1969 and completed in February of '71 - long before punk rockers which were long after horse-drawn carriages. This, along with what was said about The Borribles pretty well confirms that the adventure was not set on Earth at all.

I have run some sessions with AD&D characters in London, as well as in the Denver of Car Wars (I wonder what happened to that fire elemental). I ruled that magic gave no saving throws to "Earthlings" but that firearms always did maximum damage to the PCs; it balanced quite well and everyone had fun romping around Piccadilly Circus pretending to be an open-air theatre troop and avoiding the cops while frantically trying not to attract the attention of Orcus to this new world. Orcus was a running opponent in our game from about 8th level onwards though he never appeared in person.

Which brings me to a question for Gary:

You've mentioned a few times the fact that no one in your campaign would ever have been able to take on a Demon Prince. Yet I think many people would consider Mordy more than so able on his own, let alone with Robilar and some of the other "big names" in tow.

I think this reflects a general difficulty for DMs to really get to grips with the level of challenge such an opponent is supposed to represent (for instance, there is an active thread over at Dragonfoot's 1st edition forum about why Asmodeus is a whimp because he "only has 199" hit points).

In broad terms, Gary, how would you recommend a DM doing justice to the power of the top ranks of the Evil planes when encountered by high level PCs?

Col_Pladoh

Wednesday, 31st October, 2007, 03:30 PM

Quote:

*Originally Posted by J **amesM***

Ironically, I just watched that very episode the other day. As a child, it was one of my favorites and certainly colored the way I used rakshasas in my old AD&D campaign. Nice to hear you obviously derived as much inspiration from it as I did. :)

Heh...

I was no child, but I surely found the first few episodes of *The Night Stalker* compelling :D

Cheerio,

Gary

Nagora

Wednesday, 31st October, 2007, 03:30 PM

Quote:

*Originally Posted by **Col_Pladoh***

And to think the Brits gave up their proper system of measurement for a French kickshaw. Only the USA won't give an inch in that regard!

The fight's not over yet! We still have miles and pints, lbs and stones. Some of us even try to get furlongs and chains into conversations with youngsters to test their mettle!

The EU has in fact just this year given up trying to completely convert us (preferring to leave it to the government to do it through brainwashing school-children).

Col_Pladoh

Wednesday, 31st October, 2007, 03:35 PM

Quote:

*Originally Posted by J **mesM***

Gary,

Did you ever consider using a vague monotheism à la The Lord of the Rings in AD&D rather than polytheism? I'm assuming not, given things you've said in the past about angels vs. devas, etc. I ask primarily because I've always found the medieval trappings of the game somewhat at odds with its pulp polytheism.

Thanks.

By no means!

As a Christian, playing with actual religion is quite beyond the pale.

Secondarily, the medieval-Renaissance technology has nothing to do with the supernatural aspects influencing the fantasy milieu. It is also noteworthy that the medieval world had a plethora of saints and demons as might a mythological pantheon.

Cheers,
Gary

Col_Pladoh

Wednesday, 31st October, 2007, 03:45 PM

Quote:

*Originally Posted by N **a ora***

...

Which brings me to a question for Gary:

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I think this reflects a general difficulty for DMs to really get to grips with the level of challenge such an opponent is supposed to represent (for instance, there is an active thread over at Dragonfoot's 1st edition forum about why Asmodeus is a whim because he "only has 199" hit points).

In broad terms, Gary, how would you recommend a DM doing justice to the power of the top ranks of the Evil planes when encountered by high level PCs?

Such deital figures are so far beyond ant effects by mortals that I would simply give a warning to that effect, then:

Asmodeus (or whomever it was the PCs were contemplating assaulting) would send in a few companies of devils (or demons) so as to have some entertaining sport to amuse him for a time. When he tired of that, it would be time do something such as begin killing each of the offending mortals slowly with his power, drawing out their soul if not protected from him by some other like deity, and sending it off to suffer in one of the hells or a layer of the abyss.

If: "Hey! you can't do that because X isn't like that in the book," so what? Who says that the information in that work is correct in regards to deities? Do you imagine they are going to reveal their secrets to the likes of you?

Cheers,
Gary

JamesM

Wednesday, 31st October, 2007, 03:46 PM

Quote:

*Originally Posted by **Col_Pladoh***

As a Christian, playing with actual religion is quite beyond the pale.

To clarify, in case it wasn't clear, I didn't mean to suggest that you might have included Christianity in *AD&D*. It was always obvious you intended the game to be a fantasy and not a historical simulation. However, Professor Tolkien, a devout man himself, took the monotheism route for Middle Earth. It seems a very unusual one for fantasy, though I've never been sure why.

Quote:

Secondarily, the medieval-Renaissance technology has nothing to do with the supernatural aspects influencing the fantasy milieu.

Would you mind expanding on this slightly? Are you simply saying that *D&D*'s supernatural trappings were a separate creative choice from the decision to include medieval technology rather than one being the outgrowth of the other?

Quote:

It is also noteworthy that the medieval world had a plethora of saints and demons as might a mythological pantheon.

True enough, although I've never really viewed saints or demons as being even the functional equivalents of polytheistic deities.

Raven Crowking

Wednesday, 31st October, 2007, 03:53 PM

Quote:

*Originally Posted by J **mesM***

True enough, although I've never really viewed saints or demons as being even the functional equivalents of polytheistic deities.

I do; as a result I have a hard time seeing LotR as being as monotheistic as Tolkein intended.

RC

Col_Pladoh

Wednesday, 31st October, 2007, 03:56 PM

Quote:

*Originally Posted by **Nagora****The fight's not over yet! We still have miles and pints, lbs and stones. Some of us even try to get furlongs and chains into conversations with youngsters to test their mettle!**The EU has in fact just this year given up trying to completely convert us (preferring to leave it to the government to do it through brainwashing school-children).*

:lol:

Don't forget spans, cubits, rods, and leagues.

The science teachers really did their best to tout the metric system to us in school, but it is so non-intuitive that if one is used to inches, feet, and yards, ounces, cups, pints, quarts, and gallons, the millis, centis, and kikos just don't cut it. For a tome they showed distances in kilometers on the Interstate highways, but that's now pretty much a thing of the past, and only miles are given.

The US never did get into the use of stones of weight. Had a stone been 12 rather than 14 pounds, I suspect the measurement would have caught on. 12 is a great base number!

What has been pretty well lost is the peck and bushel dry measurements. Those are non-intuitive as well, perhaps.

Cheerio,
Gary

Nagora

Wednesday, 31st October, 2007, 03:59 PM

Quote:

*Originally Posted by **JamesM****True enough, although I've never really viewed saints or demons as being even the functional equivalents of polytheistic deities.*

I think you'll find that that was exactly what saints were intended to be. Many early saints were in fact just local deities with "Saint" slapped in front of their name and a quick hagiography scribbled on the nearest piece of parchment. Saint Brigid is a classic of the genre - from fire goddess (Holy Day 1st Febuary - my birthday) to saint (Feast day: 1st Febuary) in a single bound!

Col_Pladoh

Wednesday, 31st October, 2007, 04:08 PM

Quote:

*Originally Posted by **JamesM****To clarify, in case it wasn't clear, I didn't mean to suggest that you might have included Christianity in AD&D. It was always obvious you intended the game to be a fantasy and not a historical simulation. However, Professor Tolkien, a devout man himself, took the monotheism route for Middle Earth. It seems a very unusual one for fantasy, though I've never been sure why.*

I suggest that Tolkien rather than monotheism had no religion in Middle Earth. There were no priests, no religious services, no formal prayers

Quote:

Would you mind expanding on this slightly? Are you simply saying that D&D's supernatural trappings were a separate creative choice from the decision to include medieval technology rather than one being the outgrowth of the other?

Just so.

The level of technology need not be tied to social organization, culture, political system or degree of working magic. After all, in a fantasy world the paramaters are set by the game system that it is to control its laws and the one designing it.

Quote:

True enough, although I've never really viewed saints or demons as being even the functional equivalents of polytheistic deities.

There is a parallel of sorts to be drawn there, however, especially in regards to the netherrealms' heirarchy.

Cheerio,
Gary

Darkwolf71

Wednesday, 31st October, 2007, 04:15 PM

Quote:

You've mentioned a few times the fact that no one in your campaign would ever have been able to take on a Demon Prince. Yet I think many people would consider Mordy more than so able on his own, let alone with Robilar and some of the other "big names" in tow.

Speaking of "Big Names", are there many non-spellslingers payed in your games that might be well known? I mean everyone knows Mordenkainen, Bigby, Tenser, etc. For the iconic spells which bear their names. What of the sword and board types? Any that stand out?

On a side note, you've probably answered this before, but are the characters of Gord, Curley Greenleaf and co. based on PCs or were they created specifically for your novels?

DarkKestral

Wednesday, 31st October, 2007, 04:20 PM

Quote:

*Originally Posted by **Col_Pladoh***

:lol:

What has been pretty well lost is the peck and bushel dry measurements. Those are non-intuitive as well, perhaps.

*Cheerio,
Gary*

Actually, Gary, the bushel's still used a lot in the commodities trade for grain in the US. If I recall correctly, in many cases, it's also used internationally as well, though the kilo's becoming more common for taxation. I think the standard trading unit is 1000 bushels. However the size of a bushel of grain or any dry food item compared to the amount of something the average person uses renders it useless for the normal person, as an average family rarely has need of 30-60 lbs. of any single item (rice can be an exception, as can oats and other feed for those who still own livestock.)

JohnRTroy

Wednesday, 31st October, 2007, 04:33 PM

Too Many Yarths!

Just a few more notes about the other worlds.

There are actually three Yarths.

Yarth was a world Gord, Leda, and Gellor went to.

Another Yarth was where Sagard the Barbarian was. It's most likely the Yarth mentioned in that article was Sagard's.

Yarth was the original name for what was released as Epic of Aerth. Yarth was renamed since Steve Jackson's GURPS fantasy world is named Yrth. I thought it was Gord's home but Gary cleared that up.

Actually the Metric system is more mnemonic, since it's base 10, but we US citizens are quite stubborn and nobody mandated conversion, making it "voluntary". We're slowly converting in other ways, such as computer measurements (even though a Gigabyte isn't 1 Billion Bytes exactly, since its binary based). http://en.wikipedia.org/wiki/Metrica..._United_States

Col_Pladoh

Wednesday, 31st October, 2007, 04:43 PM

Quote:

*Originally Posted by **Darkwolf71***

Speaking of "Big Names", are there many non-spellslingers payed in your games that might be well known? I mean everyone knows Mordenkainen, Bigby, Tenser, etc. For the iconic spells which bear their names. What of the sword and board types? Any that stand out?

On a side note, you've probably answered this before, but are the characters of Gord, Curley Greenleaf and co. based on PCs or were they created specifically for your novels?

The best known fighters were Robilar and Terek, along with the lesser known with Aylerich, a paladin and Gronan.

Most of the characters in the Gord novels were created for the stories. Curley Greenleaf was a PC of mine, and Melf was my son Luke's principal PC. We actually played out the scene where Keek dupes Melf...for which Luke berates me to this day.

Cheerio,
Gary

Col_Pladoh

Wednesday, 31st October, 2007, 04:47 PM

DarkKestral,

Actually, I was referring to popular usage. when i was a lad grocers used to sell produce by half-peck, peck, and even bushel measure now and then. That is no longer the case as far as I can tell, although they might well still sell potatoes by the peck.

I well know about bushel measures for grain, as I took agriculture in high school, worked on a farm, and had to know the weights of varying soprts of studffs in a bushel measurement.

Cheers,
Gary

Col_Pladoh

Wednesday, 31st October, 2007, 04:51 PM

Quote:

*Originally Posted by **JohnRTroy***

...

Actually the Metric system is more mnemonic, since it's base 10, but we US citizens are quite stubborn and nobody mandated conversion, making it "voluntary". We're slowly converting in other ways, such as computer measurements (even though a Gigabyte isn't 1 Billion Bytes exactly, since its binary based). http://en.wikipedia.org/wiki/Metrica..._United_States

Phooey!

The linear measurement system is based on the human body and is intuitive.

12 is a better base than 10 as it is divisible by 1, 2, 3, 4, 6, and 12 rather than only 1, 2, 5, and 10.

Cheerio,
Gary

Prince of Happiness

Wednesday, 31st October, 2007, 04:53 PM

Grain measurements are something that are hard for me to internalize. I'm sure if I could actually see what a bushel's worth of whatever looks like I'd have a better idea.

I'm running into the same issue with the *koku* measurement. I mean, I *know* it means enough rice to support one man for one year in theory, but no idea how much rice that even looks like.

Col_Pladoh

Wednesday, 31st October, 2007, 05:12 PM

Quote:

*Originally Posted by **Prince of Happiness***

Grain measurements are something that are hard for me to internalize. I'm sure if I could actually see what a bushel's worth of whatever looks like I'd have a better idea.

I'm running into the same issue with the koku measurement. I mean, I know it means enough rice to support one man for one year in theory, but no idea how much rice that even looks like.

I am not positive, but I visualize a koku or rice as a container somewhat larger than a peach crate but of the same general shape, wide at the top and tapering towards the base.

Cheerio,
Gary

JamesM

Wednesday, 31st October, 2007, 06:12 PM

Gary,

Two somewhat related questions, if I may:

1. Early portrayals of orcs in *AD&D* gave them decidedly porcine physical attributes. Was this done intentionally or was it simply the whim of the illustrators?

2. In *Greyhawk*, you often used alternate names for the various humanoid races, such as Euroz for orcs and Jebli for goblins. What was the origin of this practice? I always liked it and felt it contributed just enough flavor to the setting without becoming obsessive, so I'd be curious as to your rationale for having introduced these terms.

Thanks.

Col_Pladoh

Wednesday, 31st October, 2007, 06:18 PM

Quote:

*Originally Posted by **JamesM***

Gary,

Two somewhat related questions, if I may:

1. Early portrayals of orcs in AD&D gave them decidedly porcine physical attributes. Was this done intentionally or was it simply the whim of the illustrators?

2. In Greyhawk, you often used alternate names for the various humanoid races, such as Euroz for orcs and Jebli for goblins. What was the origin of this practice? I always liked it and felt it contributed just enough flavor to the setting without becoming obsessive, so I'd be curious as to your rationale for having introduced these terms.

Thanks.

Heh...

I mentioned "pig-like faces" to Dave Sutherland, and he took me far too literally as far as I was concerned.

I created the names you mention for humanoids so as to make those of the Oerth setting more distinct and unique to the world. less folklorish if you will.

Cheers,
Gary

T. Foster

Wednesday, 31st October, 2007, 06:39 PM

Quote:

Originally Posted by **JohnRTroy**

Just a few more notes about the other worlds.

There are actually three Yarths.

Yarth was a world Gord, Leda, and Gellor went to.

Another Yarth was where Sagard the Barbarian was. It's most likely the Yarth mentioned in that article was Sagard's.

Yarth was the original name for what was released as Epic of Aerth. Yarth was renamed since Steve Jackson's GURPS fantasy world is named Yrth. I thought it was Gord's home but Gary cleared that up.

Yarth is also the name of the world in Gardner Fox's Kothar series, which clearly isn't the third, but could be the same as the first or second, or could be yet a fourth Yarth...

jolt

Wednesday, 31st October, 2007, 08:09 PM

Quote:

Originally Posted by **Col_Pladoh**

You are most likely correct, but what I said applies to the WoG as well as to the game per se. In truth I had plans to create material detailing the various states and major terrain features of the world setting, **as well as completing the world with a second boxed set.**

Cheers,
Gary

Emphasis mine. Sorry to quote such an old post but I would have (and still would) pay a lot of money for a complete Greyhawk world. A shame that the IP for Oerth didn't revert to you (especially since WoTc clearly has no intention of doing anything with it). Greyhawk is the only published setting I have ever used for D&D. Once they stopped making Greyhawk in the early 2E days. I started on my homebrew which I still use to this day.

Greyhawk was such a big influence on me. I had the packet edition and the shields that decorated the covers are what kindled my interest in heraldry. There are too many influences for me to even mention. It's depressing that I'll never get to see Greyhawk completed. How much of the rest of the world had you fleshed out?

I really enjoy worldbuilding; did you find world creation to be easy, difficult or somewhere in-between? Any particular part that was hardest for you?

Thanks again for Greyhawk (and everything else), I still have all those old materials and I'll never give them up.

jolt

Burlappen

Wednesday, 31st October, 2007, 11:28 PM

Quote:

Originally Posted by **Col_Pladoh**

What I was expounding on was a cosmology of parallel worlds to Earth, each with varying magical activity. I did not mention the technology level of those worlds or other parallel worlds in the series, but they too exist in that multiverse.

Aerth was detailed for the Dangerous Journeys game system, but not that envisioned in 1984 as a direct connection to Oerth was no longer possible. Since then I have designed the Learth, the world setting for the Legendary Adventure FRPG. It too is separate as the Aerth is no longer

my IP either. At least the baseling, Earth, remains available to all designers seeking to devise a connected series of parallel worlds :lol:

So many game projects, so little time...

Cheerio,
Gary

I'm really lots more interested in the idea of taking Greyhawk back to its roots, back to what it was -supposed- to be than I am in trying to figure out what it's current IP holders' ideas are. I mean really all I need do to find that out is buy the latest iteration of D&D. For another thing, IP ownership or no they are, after all, your ideas. I would tend to be more interested in how you wanted your setting to be, than the opinion of some guy whose lap they happened to fall into. I'm much more intrigued by what you'd originally intended.

I know (or at least have been led to believe) that the Great Wheel of planes was originally yours--the one radiating out from the great spire with the planes like Limbo, Mechanus, The Nine Hells, etc. How did you see that relating to places like Yarth or Learth? I mean I know how it works in third edition--with portals through the demiplanes or the plane of shadow, but how did you see everything hooking together when you designed it?

Oh, and I would really be interested to hear more about the other parallel worlds. Different technology levels you say? I heard you guys mentioning something about an alternate London setting where the PCs were after the original Mace of St. Cuthbert. Was that one of them? What are the other worlds like? I assume from your interview that Oerth was to be the most magically powerful of the settings. Is earth the most modern? Are the others closer tech-wise to Earth or Oerth? The intriguing idea with this is that if Oerth is the parallel of midieval Earth, it would suggest that there's a modern day Oerth parallel to our modern day. Glass and steel skyscrapers? Dwarves on motorcycles? Magic permanent image billboards? Then again, since it would seem Oerth ports into 1800's "London" on one world that maybe the chronologies don't overlap at all.

What about gods? Are they the same for every world, or does each world have its own gods? Does the amount of magic in a particular world determine the amount of divine presence?

Sorry. I don't want to overload you with questions. I do think though that my personal druthers would be to run any future 2nd edition games I do in YOUR original Greyhawk setting rather than the "official" stuff offered by WotC or whoever. Certainly I think it would make a more interesting game. Especially with 4th edition around the corner.

haakon1

Thursday, 1st November, 2007, 02:20 AM

Quote:

*Originally Posted by **Col_Pladoh***

And to think the Brits gave up their proper system of measurement for a French kickshaw. Only the USA won't give an inch in that regard!

If you give the inch, they'll take the mile. :)

When I last lived in the UK, it seemed the old systems of measurement were still used for:

- fevers in F degrees (but weather in C degrees)
- beer in pints
- car speed in mph, highway distances in miles and yards

The important stuff changes last, it would seem.

I remember having a very confusing conversation with a supermarket butcher when I asked him for a pound of ground beef. He wanted to know if that was money or weight, and when I said weight, made me do the translation, because his scale wouldn't do it. :) In the local butcher shop, though, they didn't have to ask any questions.

haakon1

Thursday, 1st November, 2007, 02:23 AM

Quote:

*Originally Posted by **Col_Pladoh***

As the AD&D rakshasa is not a potent demon, I did indeed have a couple of them as the head of a group of nasties bent on wreaking havoc. As some nagas were opposing them the PCs could get assistance to defeat the tiger-demons.

Nod, where there's rakshasa, there's nagas, at least according to something I saw from a Cambodian temple.

Also, in Hinduism, there are some kind of monkey folks that helped the gods defeated the rakshasa, I think. (This is mostly coming from an Indian co-worker, and I'm not sure I've got it right!) The Indian festival about the defeat of Ravana, the rakshasa lord, was a few weeks ago. Apparently, the festival is a fairly important Hindu holiday and involves a lot of dancing.

haakon1

Thursday, 1st November, 2007, 02:25 AM

Quote:

*Originally Posted by **JamesM***

Ironically, I just watched that very episode the other day. As a child, it was one of my favorites and certainly colored the way I used rakshasas in my old AD&D campaign. Nice to hear you obviously derived as much inspiration from it as I did. :)

So what did you do with this interesting monster?

I loved the illustration in the MM, of the rakshasa with a pipe. :)

Quote:

*Originally Posted by **Nagora***

Actually, decimalisation (the first of the Great Dumbing-Downs) was started in 1969 and completed in Febuary of '71 - long before punk rockers which were long after horse-drawn carrages. This, along with what was said about The Borribles pretty well confirms that the adventure was not set on Earth at all.

I think I confused decimalisation with the elimination of medieval counties and the creation of places like the "West Midlands Conurbation". I'm pretty sure that was 1974. It seems OK for Wales (which was messy), but a tragedy for England. Poor Rutland!

I can't remember if Northern Ireland got changed or not . . .

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NagoraThursday, 1st November, 2007, 10:45 AM

Quote:

*Originally Posted by **haakon1****I think I confused decimalisation with the elimination of medieval counties and the creation of places like the "West Midlands Conurbation". I'm pretty sure that was 1974. It seems OK for Wales (which was messy), but a tragedy for England. Poor Rutland!*

Yes, I think everyone misses Rutland and it made a surprise reappearance in the floods this summer when the BBC suddenly started talking about the situation "in Rutland".

Quote:

I can't remember if Northern Ireland got changed or not . . .

No. We're still the same six counties out of the ancient nine Ulster counties.

rossikThursday, 1st November, 2007, 12:41 PM

Quote:

*Originally Posted by **Prince of Happiness****Grain measurements are something that are hard for me to internalize. I'm sure if I could actually see what a bushel's worth of whatever looks like I'd have a better idea.**I'm running into the same issue with the koku measurement. I mean, I know it means enough rice to support one man for one year in theory, but no idea how much rice that even looks like.*

dont know if this is right, but, from wikipedia:

A koku (, koku?) is a unit of volume in Japan, equal to ten cubic shaku. In this definition, 3.5937 koku equal one cubic metre, or 1 koku is approximately 278.3 litres. The koku was originally defined as quantity of rice, historically defined as enough rice to feed one person for one year (one masu is enough rice to feed a person for one day). A koku of rice weighs about 150 kilograms (23.6 stone or 330 pounds).

rossikThursday, 1st November, 2007, 12:42 PM

Quote:

*Originally Posted by **Col_Pladoh****Heh...**I mentioned "pig-like faces" to Dave Sutherland, and he took me far too literally as far as I was concerned.*

same thing for the pumpkin bugbears, right? :D

Col_PladohThursday, 1st November, 2007, 04:28 PM

Jolt, sorry but the only ear that can hear is that belonging to WotC. It seems to me that they have absolutely no interest in the existing WoG, let alone any expansion.

Cheerio,
Gary

Col_PladohThursday, 1st November, 2007, 04:30 PM

Burlappen, see my comments to Jolt above.

If anyone supposes I am going to creatively contribute to the IP of WotC gratis, they are sadly mistaken.

:lol:
Gary

Quote:

Originally Posted by **haakon1**

If you give the inch, they'll take the mile. :)

When I last lived in the UK, it seemed the old systems of measurement were still used for:

-- fevers in F degrees (but weather in C degrees)

-- beer in pints

-- car speed in mph, highway distances in miles and yards

The important stuff changes last, it would seem.

I remember having a very confusing conversation with a supermarket butcher when I asked him for a pound of ground beef. He wanted to know if that was money or weight, and when I said weight, made me do the translation, because his scale wouldn't do it. :) In the local butcher shop, though, they didn't have to ask any questions.

Degrees F. being smaller than those C. are more understandable for weather temperature as well as for body temperature I am sure.

Beer in pints and half-pints, no?

An Imperial gallon is larger than our 64-ounce one, but I have forgotten how much larger it is.

The road distances under a mile or fraction thereof here are given in feet, not yards, such as, "Stop 500 feet ahead."

It seems a shame that a furrow's length is recognized only at horse racing tracks these days. Of course it is 220 yards, a bowshot long.

Cheerio,
Gary

Col_Pladoh

Thursday, 1st November, 2007, 04:41 PM

Quote:

Originally Posted by **rossik**

same thing for the pumpkin bugbears, right? :D

:confused:

Yuppers. It must go to show that I am a slow learner :lol:

Cheers,
Gary

Prince of Happiness

Thursday, 1st November, 2007, 05:15 PM

Quote:

Originally Posted by **rossik**

dont know if this is right, but, from wikipedia:

A koku (, koku?) is a unit of volume in Japan, equal to ten cubic shaku. In this definition, 3.5937 koku equal one cubic metre, or 1 koku is approximately 278.3 litres. The koku was originally defined as quantity of rice, historically defined as enough rice to feed one person for one year (one masu is enough rice to feed a person for one day). A koku of rice weighs about 150 kilograms (23.6 stone or 330 pounds).

Excellent, thank you! I have a 50 lb. sack that I'm tearing through right now, so 330 lbs. That is my goal for the year: 330 lbs of rice.

SuStel

Thursday, 1st November, 2007, 06:07 PM

Quote:

Originally Posted by **Col_Pladoh**

Degrees F. being smaller than those C. are more understandable for weather temperature as well as for body temperature I am sure.

[...]

It seems a shame that a furrow's length is recognized only at horse racing tracks these days. Of course it is 220 yards, a bowshot long.

The metric system is good for doing arithmetic. The traditional system is good for actually measuring things.

- 1 mile = 1 "see": the maximum distance you can see man-sized detail
- 1 league = typical distance you can walk in one hour
- 0°F = as low as the temperature typically gets in a temperate climate
- 100°F = as high as the temperature typically gets in a temperate climate

- 1 fathom = distance between fingertips with outstretched arms
- 1 inch = width of a man's thumb
- 1 foot = length of a man's foot
- 1 furlong = length of a ploughed field (*furh-lang* "furrow-long")
- 1 yard: I've heard it said that this was the length of a man's belt.

The old-style measurements are therefore much more natural than metric.

jolt

Thursday, 1st November, 2007, 06:52 PM

Quote:

*Originally Posted by **Col_Pladoh***

Burlappen, see my comments to Jolt above.

If anyone supposes I am going to creatively contribute to the IP of WotC gratis, they are sadly mistaken.

:lol:

Gary

Nor should you. I sincerely apologize if my post/questions gave that impression even the slightest bit. That wasn't my intention at all.

jolt

Burlappen

Thursday, 1st November, 2007, 07:12 PM

Quote:

*Originally Posted by **Col_Pladoh***

Burlappen, see my comments to Jolt above.

If anyone supposes I am going to creatively contribute to the IP of WotC gratis, they are sadly mistaken.

:lol:

Gary

Wow. And here were thinking you were the original creator being silenced by IP and legal issues being held over your head buy guys in suits. Nah. You're just vindictive. I love it. My respect for you has shot up through the roof! That's just great.

So let's talk product then:

Aerth = Epic of Aerth book

Learth = Chronicles of the Lejendary Gazeteer

Any other stuff I should add to my shopping list?

Geoffrey

Friday, 2nd November, 2007, 02:57 AM

My favorite measurement is the cubit (and no, I'm not joking). A cubit is the length from your elbow to the tip of your middle finger (so everyone's cubit is somewhat different). But it is very easy to measure cubits as long as you have at least one arm.

Geoffrey

Friday, 2nd November, 2007, 02:59 AM

Quote:

*Originally Posted by **Burlappen***

Aerth = Epic of Aerth book

Learth = Chronicles of the Lejendary Gazeteer

Any other stuff I should add to my shopping list?

I haven't bought Learth yet (though I'm going to), but let me say that the Aerth book is one of the all-time masterpieces of FRPG products. It is a fantasy version of Earth, so ANYTHING you read in mythology, legendry, or weird stories has an instant place in Aerth.

Geoffrey

Friday, 2nd November, 2007, 05:56 AM

Gary, I'm sorry for this question. Please don't hesitate to throw up your hands, say that you can't possibly remember, and have a good laugh.

The FOREWORD of the Fiend Folio states that the book was completed in August 1979--just a few months after you finished the Dungeon Masters Guide. Yet the Fiend Folio's publication was delayed until 1981.

Now here's my question: Since the Fiend Folio was finished in 1979, how is it that there are a number of pieces of art in it dated by the artists as 1981? And all of these late-dated pieces are by artists from the U. S. (such as Erol Otus and Bill Willingham). During the two-year delay, did you

and/or others decide, "Well, since this thing is delayed anyway, we might as well add more art to the book in the meantime"?

haakon1

Friday, 2nd November, 2007, 06:29 AM

Quote:

*Originally Posted by **Col_Pladoh***
Beer in pints and half-pints, no?

Technically, half-pints are available, but only foreigners and the occasional girl order them, in my experience. :)

Quote:

*Originally Posted by **Col_Pladoh***
An Imperial gallon is larger than out 64-ounce one, but I have forgotten how much larger it is.

Imperial pints are bigger too -- I believe 19.3 ounces, by the American sizing on a standard-sized bottle of Newcastle Brown Ale. I think the deal is 16 oz = 1 pint, 2 pint = 1 1 quart, 4 quarts = 1 gallon = 128 oz., just like ours, but the oz. themselves are slightly bigger.

I'm not sure about furlongs (sp?), but I do like knowing 640 acres = 1 sq. mile. If only I knew how many acres to grow a kuko of oats, I'd be all set.

haakon1

Friday, 2nd November, 2007, 06:37 AM

Quote:

*Originally Posted by **SuStel***
[]1 yard: I've heard it said that this was the length of a man's belt. [/list]*
The old-style measurements are therefore much more natural than metric.

I was discussing this with my wife, who's Singaporean. I'm American (though I lived in England for 3 years). I showed her how a long stride is a good estimate of a yard. She showed me the way she knows a meter -- arm fully extent, other arm cocked out a bit -- and we both measured the room. (We just bought a tape measure, since we're moving.) It turns out we're both able to estimate the size of a room within +/- 10% or so this way.

I like both systems. English comes more naturally -- especially for feet or inch sized stuff -- but metric is cool for converting systems, like knowing a kg is a liter of water. Of course, a pint's a pound the world around. :)

Nagora

Friday, 2nd November, 2007, 09:47 AM

Quote:

*Originally Posted by **haakon1***
I was discussing this with my wife, who's Singaporean. I'm American (though I lived in England for 3 years). I showed her how a long stride is a good estimate of a yard. She showed me the way she knows a meter -- arm fully extent, other arm cocked out a bit -- and we both measured the room. (We just bought a tape measure, since we're moving.) It turns out we're both able to estimate the size of a room within +/- 10% or so this way.

Henry VIII defined the yard as the distance from his nose to his furthest fingertip while standing a la crucifix. This works very well (most people measure from the middle of their chest rather than their nose but you do see both still).

A cubit is half a yard and is easily measured with the elbow to fingertip as mentioned earlier.

Quote:

I like both systems. English comes more naturally -- especially for feet or inch sized stuff -- but metric is cool for converting systems, like knowing a kg is a liter of water. Of course, a pint's a pound the world around. :)

One Imperial gallon = 10 Imperial pounds weight.

1 acre = 1 chain x 1 furlong.

Col_Pladoh

Friday, 2nd November, 2007, 04:29 PM

Quote:

*Originally Posted by **Burlappen***
Wow. And here were thinking you were the original creator being silenced by IP and legal issues being held over your head buy guys in suits. Nah. You're just vindictive. I love it. My respect for you has shot up through the roof! That's just great.

Whoa!

Rather than vindictive, better righteously indignant at the manner in which I was treated. Now if Peter Adkison was still the CEO of WotC, and he asked me to contract for such work I would happily agree.

Quote:

So let's talk product then:

Aerth = Epic of Aerth book

Learth = Chronicles of the Lejendary Gazeteer

Any other stuff I should add to my shopping list?

Sure :D

There are actually two additional books from Hekaforge Productions covering the Learth:

Noble Kings & Dark Lands

The Exotic Realms of Hazgar

There are two more books to come so as to complete the core setting. I am also ready to send two LE world supplement books to Troll Lord Games:

The Key of Sand dealing with the Banir Wastes

Maledicted dealing with a strange area of the Banir Wastes

If you are a fan of the AD&D system you might wish to check out the *Castle Zagyg*, *Yggsbubgrh* book from Troll Lord Games. It is for the *Castles & Crusades* game system and the work covers the "Eastmark," an area of some 1,500 square miles with the main feature the Free Town of Yggsbrgh, a community of c. 40,000 inhabitants. Now in progress (two actually in print) are 24 modules detailing the 19 districts of the town and the five suburban areas; also there will be three boxed sets of modules detailing the Castle Zagyg grounds, upper works, and score or so of dungeon levels. The first of those sets is slated for release next spring.

Cheerio,
Gary

Col_Pladoh

Friday, 2nd November, 2007, 04:31 PM

Quote:

*Originally Posted by **Geoffrey***

My favorite measurement is the cubit (and no, I'm not joking). A cubit is the length from your elbow to the tip of your middle finger (so everyone's cubit is somewhat different). But it is very easy to measure cubits as long as you have at least one arm.

My hand spread with fingers apart measures nine inches from thumb to little finger, a perfect one-half cubit...and also handy on the military miniatures gaming table :lol:

Cheerio,
Gary

Col_Pladoh

Friday, 2nd November, 2007, 04:32 PM

Quote:

*Originally Posted by **Geoffrey***

I haven't bought Learth yet (though I'm going to), but let me say that the Aerth book is one of the all-time masterpieces of FRPG products. It is a fantasy version of Earth, so ANYTHING you read in mythology, legendry, or weird stories has an instant place in Aerth.

Thank you sir!

I did spend the better part of three creative years putting that work together.

Cheerio,
Gary

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Col_Pladoh

Friday, 2nd November, 2007, 04:37 PM

Quote:

*Originally Posted by **Geoffrey****Gary, I'm sorry for this question. Please don't hesitate to throw up your hands, say that you can't possibly remember, and have a good laugh.**The FOREWORD of the Fiend Folio states that the book was completed in August 1979--just a few months after you finished the Dungeon Masters Guide. Yet the Fiend Folio's publication was delayed until 1981.**Now here's my question: Since the Fiend Folio was finished in 1979, how is it that there are a number of pieces of art in it dated by the artists as 1981? And all of these late-dated pieces are by artists from the U. S. (such as Erol Otus and Bill Willingham). During the two-year delay, did you and/or others decide, "Well, since this thing is delayed anyway, we might as well add more art to the book in the meantime"?*

Shirt answer:

I received the ms, for the work in the year indicated. Art has nothing to do with with a completed ms., it is window dressing even in a bestiary and managed by the line editor(s).

TSR simply sat around on the ms. for a couple of years.

What really irritated me about it is that I told Schick to kill some of the truly silly monster entries, gave him some of my own work to replace them, and the fool included the crap likely just to be a pain as he knew he was leaving the company then.

Cheers,
Gary

Col_Pladoh

Friday, 2nd November, 2007, 04:42 PM

Quote:

*Originally Posted by **Nagora***

...

*One Imperial gallon = 10 Imperial pounds weight.**1 acre = 1 chain x 1 furlong.*

1 US gallon is eight pounds weight, so the Imperial gallon is 25% larger, or the US gallon is 80% the volume of an Imperial one :lol:

The measure for an acre you give is per side of a square acre.

BTW, a section is one-quarter of a square mile, 160 acres.

Cheerio,
Gary

haakon1

Friday, 2nd November, 2007, 05:43 PM

Quote:

*Originally Posted by **Nagora****Henry VIII defined the yard as the distance from his nose to his furthest fingertip while standing a la crucifix. This works very well (most people measure from the middle of their chest rather than their nose but you do see both still).*

Henry VIII was an unusually large man, though -- I've seen his armor. :) But perhaps girth and arm length are unrelated. And I assume the codpiece was exaggerated on purpose! :eek:

Yard = one long step works for me, and it makes it easy to measure stuff. <shrug>

Quote:

*Originally Posted by **Nagora****One Imperial gallon = 10 Imperial pounds weight.*

"So a pint's a pound the world around" is actually only true in the US and our outlying possessions? Thank God for Guam. :)

haakon1

Friday, 2nd November, 2007, 05:54 PM

Quote:

*Originally Posted by **Col_Pladoh***

BTW, a section is one-quarter of a square mile, 160 acres.

And as you surely now, Gary, a section is what you could get for free from the US government for settling the American West, after the Homestead Act of 1862.

I believe the requirements to stake your claim were building a 10' x 12' dwelling and living there 5 years (or was it 4), before you got the title. I think you had to make your living off the land, but I'm not sure if that was a legal requirement or just what everyone did with 160 acres of Nebraska. :)

So I figure 160 acres is a full-sized American semi-arid farm, what a man could work (with some horses) and run a few cows on, with a "back 40" and so on.

And I figure 40 acres is a decent sized small farm in a developed area with more rain, from the short lived policy of giving freed slaves "40 acres and a mule" at about the same time. I believe that happened in the areas the Union Navy took in 1862 -- the Sea Islands off Georgia and South Carolina, and maybe parts of Louisiana?

But I wonder how many acres a typical medieval peasant farmed? I'm guessing there's no real answer to that, as it would vary with geography (a lot smaller plots with productive land in the Netherlands or the Thames Valley, a lot bigger with rocky soil in Norway or dryer land in Poland).

Col_Pladoh

Friday, 2nd November, 2007, 08:44 PM

Quote:

*Originally Posted by **haakon1***

And as you surely now, Gary, a section is what you could get for free from the US government for settling the American West, after the Homestead Act of 1862.

I believe the requirements to stake your claim were building a 10' x 12' dwelling and living there 5 years (or was it 4), before you got the title. I think you had to make your living off the land, but I'm not sure if that was a legal requirement or just what everyone did with 160 acres of Nebraska. :)

So I figure 160 acres is a full-sized American semi-arid farm, what a man could work (with some horses) and run a few cows on, with a "back 40" and so on.

And I figure 40 acres is a decent sized small farm in a developed area with more rain, from the short lived policy of giving freed slaves "40 acres and a mule" at about the same time. I believe that happened in the areas the Union Navy took in 1862 -- the Sea Islands off Georgia and South Carolina, and maybe parts of Louisiana?

But I wonder how many acres a typical medieval peasant farmed? I'm guessing there's no real answer to that, as it would vary with geography (a lot smaller plots with productive land in the Netherlands or the Thames Valley, a lot bigger with rocky soil in Norway or dryer land in Poland).

I believe the requirement for a homestead was working the land for five years.

More likely a 40 acre plot was suitable for dirt farming a cash crop such as tobacco.

Any farm that raised large livestock would need at least 80 acres, even in well-watered areas with fertile soil.

Cheerio,
Gary

Gentlegamer

Saturday, 3rd November, 2007, 01:09 AM

Quote:

*Originally Posted by **Col_Pladoh***

What really irritated me about it is that I told Schick to kill some of the truly silly monster entries, gave him some of my own work to replace them, and the fool included the crap likely just to be a pain as he knew he was leaving the company then.

I'm sure we can all figure out what the silly monsters were, but can you remember any of the replacement monsters of your own that you wanted included? I'm assuming they showed up in MMII.

Geoffrey

Saturday, 3rd November, 2007, 02:55 AM

Quote:

*Originally Posted by **Gentlegamer***

I'm sure we can all figure out what the silly monsters were...

Lava children, flumphs, and flail snails for sure! :lol:

Col_Pladoh

Saturday, 3rd November, 2007, 03:16 PM

Quote:

*Originally Posted by **Gentlegamer***

I'm sure we can all figure out what the silly monsters were, but can you remember any of the replacement monsters of your own that you wanted included? I'm assuming they showed up in MMII.

There is a list of authors in the back of the *Fiend Folio*, and all that i created for the work are listed there with my attribution ;)

Cheerio,
Gary

Burlappen

Sunday, 4th November, 2007, 07:12 PM

Quote:

*Originally Posted by **Col_Pladoh***

Whoa!

Rather than vindictive, better righteously indignant at the manner in which I was treated. Now if Peter Adkison was still the CEO of WotC, and he asked me to contract for such work I would happily agree.

Well regardless it's nice to see that you're not the victim. I had imagined you'd had rights to your work yanked away from you and were trying to avoid talking too much about it out of fear of lawsuit--the spectre of black suits as it were. Not that I don't admire a bit of vindictiveness mind you--it helps your friends (and enemies) know immediately where they stand with you.

Quote:

*Originally Posted by **Col_Pladoh***

*If you are a fan of the AD&D system you might wish to check out the *Castle Zagyg*, Yggsbubgrh book from Troll Lord Games. It is for the *Castles & Crusades* game system and the work covers the "Eastmark," an area of some 1,500 square miles with the main feature the Free Town of Yggsbrgh, a community of c. 40,000 inhabitants. Now in progress (two actually in print) are 24 modules detailing the 19 districts of the town and the five suburban areas; also there will be three boxed sets of modules detailing the Castle Zagyg grounds, upper works, and score or so of dungeon levels. The first of those sets is slated for release next spring.*

So how many of these settings are still actively being developed? I'd gotten the impression they were all long since out of print.

And...out of curiosity, how exactly does one pronounce Yggsbrgh? Yiggs-burg? Yeggs-burrogh?

Col_Pladoh

Sunday, 4th November, 2007, 07:59 PM

Quote:

*Originally Posted by **Burlappen***

Well regardless it's nice to see that you're not the victim. I had imagined you'd had rights to your work yanked away from you and were trying to avoid talking too much about it out of fear of lawsuit--the spectre of black suits as it were. Not that I don't admire a bit of vindictiveness mind you--it helps your friends (and enemies) know immediately where they stand with you.

Oh indeed, the IP rights are not mine at all but belong now to WotC.

Vindictiveness would be to deny something another was rightfully entitled to, and I do not do such a thing.

Quote:

So how many of these settings are still actively being developed? I'd gotten the impression they were all long since out of print.

And...out of curiosity, how exactly does one pronounce Yggsbrgh? Yiggs-burg? Yeggs-burrogh?

The only active settings are Learth (*Legendary Earth* world setting) and the Eastmark of Yggsburgh and Castle Zagyg.

I pronounce Yggsburgh as Ehgs-burgh :lol:

Cheerio,
Gary

francisca

Monday, 5th November, 2007, 01:43 PM

Quote:

*Originally Posted by **Col_Pladoh***

*My hand spread with fingers apart measures nine inches from thumb to little finger, a perfect one-half cubit... and also **andy on the military miniatures gaming table** :lol:*

Cheerio,
Gary

Ha Ha!

Kask taught me that trick *after* our Chainmail game this past summer at LGGC III, telling me he learned it from you.

Any more secrets of military miniatures you wish to divulge? :lol:

Col_Pladoh

Monday, 5th November, 2007, 04:24 PM

Quote:

*Originally Posted by **francisca***

Ha Ha!

Kask taught me that trick after our Chainmail game this past summer at LGGC III, telling me he learned it from you.

Any more secrets of military miniatures you wish to divulge? :lol:

:uhoh:

To simulate the the eagerness of well-trained triips to get to grips with the enemy, measure movement distance from the middle of the figure base or stand to the middle, and then slide the figure or stand so that the back part is ay the end of the measure...a gain of but a fraction of an inch or perhaps an inch, but not unrealistic and possibly critical when closing to firing or melee range is critical.

As the referee of a game I always close my eyes to this sort of extension of movement. Only when it is a blatent excess will I call for an adjustment backwards. Adding excessive distance to movement is cheating :) Hex map wargames prevent even slight addition to movement distance for troop zeal--so watch your opponent carefully, as an extra hex is not unheard of when moving unit counters :lol:

Cheers,
Gary

francisca

Monday, 5th November, 2007, 06:10 PM

Quote:

*Originally Posted by **Col_Pladoh***

:uhoh:

To simulate the the eagerness of well-trained triips to get to grips with the enemy, measure movement distance from the middle of the figure base or stand to the middle, and then slide the figure or stand so that the back part is ay the end of the measure...a gain of but a fraction of an inch or perhaps an inch, but not unrealistic and possibly critical when closing to firing or melee range is critical.

As the referee of a game I always close my eyes to this sort of extension of movement. Only when it is a blatent excess will I call for an adjustment backwards. Adding excessive distance to movement is cheating :) Hex map wargames prevent even slight addition to movement distance for troop zeal--so watch your opponent carefully, as an extra hex is not unheard of when moving unit counters :lol:

*Cheers,
Gary*

Duly noted!

Nagora

Monday, 5th November, 2007, 09:23 PM

Gary,

Here's a completely non-game related question:

As it happens, you're about the same age as my mother and her memories of WWII include hiding in the hills north of Belfast as the Luftwaffe bombed the bejasus out of the city, men going off to the various fronts, craters where friend's houses once were, and of course the dreaded telegram boy delivering news nobody wanted. She has very little feeling of the war being an adventure or anything like that.

What was it like for an American boy of that age? Do you recall anything about it at all? Did it affect your family? Was it an exciting radio program that just happened to be true or something from the grown-up world that barely registered?

Over here (UK) we tend to have a view of the war being something of a picnic for the American-at-home with very little rationing beyond the end of the war; is that true or were do you remember being amazed at the sudden reappearance of things like bananas, sweets or comic?

Did WWI have anything to do with your interest in wargaming, or was that just something that came much later?

Sorry if this is too far off-topic but I think you're the only American I know who's old enough to ask about these things and I've got a bit of an interest up recently as I dug into my hometown's small part in D-Day - Ike came here and went out to inspect the USS Texas, Arkansas and various cruisers prior to their setting off for Omaha beach.

Quote:

*Originally Posted by **Nagora***

Gary,

Here's a completely non-game related question:

As it happens, you're about the same age as my mother and her memories of WWII include hiding in the hills north of Belfast as the Luftwaffe bombed the bejasus out of the city, men going off to the various fronts, craters where friend's houses once were, and of course the dreaded telegram boy delivering news nobody wanted. She has very little feeling of the war being an adventure or anything like that.

What was it like for an American boy of that age? Do you recall anything about it at all? Did it affect your family? Was it an exciting radio program that just happened to be true or something from the grown-up world that barely registered?

I remember my father sending off two pairs of binoculars for use by the armed services.

I remember being afraid of the Germans and Japanese as portrayed on the radio and in film; thinking that a "foreign-looking" stranger in the neighborhood might be a Nazi spy/

I remember brownpits and blackouts, Air Raid Wardens walking around at night looking for light leaks.

I remember only enough gasoline to drive the car short distances, mainly on Sunday, as my father had a Class A gas ration emblem in the window of our 1939 Nash Ambassador sedan

I remember blue and red rationing points, there being a shortage many things including cigarettes, sugar, and meat--having Spam and even pickled pig's feet, eating margarine not butter.

I remember cars up on blocks because they wanted tires, and I remember getting a fortune for wire hangers taken to the dry cleaners--two cents apiece was great spending money for a kid.

I remember saving tin cans and cooking fat and newspaper drives sponsored by the school, buying saving stamps for War Bonds every week with the money my father gave me to take to school on each Friday.

I remember the service banners in the windows of apartments, many with a gold star, not just the blue one for a son in service.

I remember my mother dressing me in a sailor's uniform with a working wooden bosun's whistle--and as my father was a friend of Mr. Ed Robinson, head keeper of the Primate House at the Lincoln Park Zoo, wearing it when I got to play with a baby chimp, where to my father's horror, being very germ conscious, the little ape and I taking turns blowing the whistle. The poor creature contracted TB and died thereafter, probably from contact with me, although I have never tested positive for that disease. I also recall my Marine uniform. I was wearing it at the VE Day parade in the Chicago Loop when a motion picture photographer shot me saluting as the flag went past. My Aunt Elsie Hohensee who lived in the upstairs flat of my father's building saw me in the movie theater when the newsreel of the parade was shown there. She shouted out-loud when she saw me, "That's my nephew, Gary!" her husband related to us.

When VE Day came I was home cutting school (which I hated) and I remember getting to go out to play, something that never happened before that.

After VJ Day rationing was dropped, and we did have plenty here, but I remember being in Lake Geneva the year after the war ended and learning that nextdoor neighbor Bob Rasch had been killed as had Doug Brady who had lived three houses away. had been a friend of my brother's.

Quote:

[Over here (UK) we tend to have a view of the war being something of a picnic for the American-at-home with very little rationing beyond the end of the war; is that true or were do you remember being amazed at the sudden reappearance of things like bananas, sweets or comic?

Rationing was fairly strict here, and people were tense, but there was no Blitz, so we had it far better than the UK folks did. The end of rationing was much celebrated, as suddenly all the formerly hard-to-get things were back in abundance, and even new automobiles were rolling off the assembly lines.

Quote:

Did WWI have anything to do with your interest in wargaming, or was that just something that came much later?

Absolutely the war affected my interest. Not only the films I saw at the theater when all the boys in the neighborhood went to the show Saturday afternoons, my father brought home a c. 65 mm scale cast metal soldier figurine almost every Saturday night as a present for me, and with money I begged from my mother to spend after the Saturday movie I'd buy either a new pea shooter and a bag of dried peas or another metal soldier or two for ten cents--about the same as 2 p in the UK back then. There were also coloring books depicting military and naval personnel and equipment, and I loved to apply my crayons to them.

For one Christmas I got a toy .30 caliber water-cooled Browning machine gun on a stand. I was crushed when my father and brother took it back because the crank that made the "rat-a-tat-tat-tat" sound wouldn't function. Who cared?! Crap! I am still angry about that.

I also was given for a birthday or Christmas a bombing game, a down-looking periscope device with the lenses being similar to reversed binoculars. One looked at the game board on the floor and depressed a lever to release three darts, one at a time. The building outlines were marked with + values for train stations, factories, oil storage facilities, warehouses, etc. and - ones for hospitals, schools, churches, and - residential buildings. As I was prone to "bomb" things other than the corkboard, the toy disappeared...

[/QUOTE]Sorry if this is too far off-topic but I think you're the only American I know who's old enough to ask about these things and I've got a bit

of an interest up recently as I dug into my hometown's small part in D-Day - Ike came here and went out to inspect the USS Texas, Arkansas and various cruisers prior to their setting off for Omaha beach.[/QUOTE]

As far as I am concerned, there is no "off-topic" on this thread. If I find something impertanant, offensive, sully or the like I just say so and otherwise ignore that post :lol:

So how's that for a rambling epistle?

Cheers,
Gary

airwalkrr

Tuesday, 6th November, 2007, 03:49 AM

Quote:

*Originally Posted by **Col_Pladoh***

So how's that for a rambling epistle?

As always, it was most excellent, sir. As a history buff, those kinds of stories thrill the heck out of me. :)

Nagora

Tuesday, 6th November, 2007, 11:58 AM

Curse this timezone difference! Your longest reply yet (is there a prize for eliciting such verbosity?) and it arrives as I'm going to bed!

Thank you very much for taking the time, it was very interesting. I'll not quote the whole thing.

Quote:

*Originally Posted by **Col_Pladoh***

I remember brownpits and blackouts, Air Raid Wardens walking around at night looking for light leaks.

That's interesting: I hadn't realised that blackouts were nationwide in the US - I had thought it was only a costal thing.

Quote:

I remember only enough gasoline to drive the car short distances, mainly on sunday, as my father had a Class A gas ration emblem in the window of out 1939 Nash Ambassador sedan

What's a "Class A" gas ration and was there any particular reason your father had one?

Quote:

I remember the service banners in the windows of apartments, many with a gold star, not just the blue one for a son in service.

What was a gold star for?

Quote:

I remember my mother dressing me in a sailor's uniform with a woking wooden bosun's whistle--and as my father was a friend of Mr. Ed Robinson, head keeper of the Primate House at the Lincoln Park Zoo, wearing it when I got to play with a baby chimp, where to my father's horror, be biing very germ conscious, the little ape and I taking turns blowing the whistle. The poor creature contracted TB and died thereafter, probably from contact with me, although i have never tested positive for that disease.

That's a shame; chimps can be very long lived and one of Weissmuller's "Cheetas" is still alive and well at the age of 75!

Quote:

After VJ Day rationing was dropped,

That quickly!? Rationing ended here in July 1954, although by that time it was down to just luxury items like sweets. Britain was basically bankrupted by the second war and it took a long time to recover.

Quote:

and we did have plenty here, but I remember being in Lake Geneva the year after the war ended and learning that nextdoor neighbor Bob Rasch had been killed as had Doug Brady who had loved three houses away. had been a friend of my brother's.

I had it in my head that you were in Chicago at that age; when did your family move to LG?

One of my mother's neighbours was killed when a lone bomber dropped a rack of bombs on their area. The man heard it coming and lay on the ground and the shockwave coming up from the pavement killed him while others much closer to the explosion survived.

Quote:

Rationing was fairly strict here, and people were tense, but there was no Blitz, so we had it far better that the UK folks did.

I also had not realised that rationing was such a widely enforced thing in the US.

Quote:

Absolutely the war affected my interest. Not only the films I saw at the theater when all the boys in the neighborhood went to the show Saturday afternoons, my father brought home a c. 65 mm scale cast metal soldier figurine almost every Saturday night as a present for me, and with money I begged from my mother to spend after the Saturday movie I'd buy either a new pea shooter and a bag of dried peas or another metal soldier or two for ten cents--about the same as 2 p in the UK back then. There were also coloring books depicting military and naval personnel and equipment, and I loved to apply my crayons to them.

Well, I can understand that, but I was thinking more in terms of whether listening to stories from returning relatives had fired your military interests. I think all war gamers have been inspired by movies and suchlike. I was curious to know if it was more personal than that for you.

Quote:

I also was given for a birthday or Christmas a bombing game, a down-looking periscope device with the lenses being similar to reversed binoculars. One looked at the game board on the floor and depressed a lever to release three darts, one at a time. The building outlines were marked with + values for train stations, factories, oil storage facilities, warehouses, etc.

That sounds pretty cool.

Quote:

So how's that for a rambling epistle?

*Cheers,
Gary*

I think it's a new high-score!

Thanks again. It's interesting to get an American-eye view of the homefront for a change, even if you were only a lad at the time.

Col_Pladoh

Tuesday, 6th November, 2007, 06:03 PM

Quote:

*Originally Posted by **Nagora***

Curse this timezone difference! Your longest reply yet (is there a prize for eliciting such verbosity?) and it arrives as I'm going to bed!

Thank you very much for taking the time, it was very interesting. I'll not quote the whole thing.

The benefit to me of being semi-retired is being able to post more without feeling guilty for not working ;)

Think nothing of it. My pleasure to be of service.

Quote:

That's interesting: I hadn't realised that blackouts were nationwide in the US - I had thought it was only a coastal thing.

We had blackout shades and heavy curtains on all the windows of our place in Chicago. I don't remember that being the case at my grandparents house in Lake Geneva where we spent a good deal of each summer.

Quote:

What's a "Class A" gas ration and was there any particular reason your father had one?

Class A was the ordinary gasoline rationing sticker. It allowed only a low number of gallons per month. I know that Class B allowed a greater quantity, and I believe that there was also a Class C. IIRR farmers were not rationed. I was too young to know the number of gallons each sort allowed.

Quote:

What was a gold star for?

Family member killed in service. All of us boys were very respectful to the householder or apartment tenant that had one of those in the window.

Quote:

That's a shame; chimps can be very long lived and one of Weissmuller's "Cheetas" is still alive and well at the age of 75!

Indeed, and I feel regret even though I do not know for sure that I was the cause.

BTW, if you look up the gorilla, "Bushman" now mounted and on display at the Chicago museum of Natural History, you'll see what he looked like. We got to go back to see him as well, as Ed Robinson was the only one that dared go near him as he got older. He was the same age as my sister, 11 years older than I, and my brother always kidded her about being Bushman's twin. That was one strong ape! He could burst a football by squeezing it and pull a car tire into a long oval :eek:

Quote:

That quickly!? Rationing ended here in July 1954, although by that time it was down to just luxury items like sweets. Britain was basically bankrupted by the second war and it took a long time to recover.

The end of rationing was astonishingly rapid, although there were a few shortages for about a year after the war ended. Oddly enough candy was never in short supply here, and all sorts of chocolate bars and like candy were on the shelves, most at 5 cents the bar. My parents didn't allow me much in the way of soft drinks or candy, but I managed to ahold of one or the other around once a month.

Quote:

I had it in my head that you were in Chicago at that age; when did your family move to LG?

The neighborhood in 4100 North Kenmore Avenue was declining rapidly throughout the war. In the spring of 1945 our group of boys, about 10 in number, were attacked by around 30 kids from up the street a block or two, and thanks to Jerry Paul's BB gun, and his strong throwing arm we held them off by fighting from Jerry & jimmy Paul's back porch, and Jerry beaned their leader, one Rex, with a clinker that he had thrown up at us. That dropped Rex and his pals caried him off, the lot of them running away. Whenmy parents learned of this my father decided it was time to sell the two-flat and move.

He owned property in La Jolla, CA, and he planed tobuild a place there for us to live. We went to Lake Geneva in July 1946, just before my 8th birthday. We remained there bacause father was not willing to retire, and there would have been no work for hum in California. Being a foolish kid, I was delighted to remain in Lake Geneva with my friends there, able to see my Chicago buddies fairly often as well as the distance was only about 75 miles.

Quote:

]One of my mother's neighbours was killed when a lone bomber dropped a rack of bombs on their area. The man heard it coming and lay on the ground and the shockwave coming up from the pavement killed him while others much closer to the explosion survived.

A couple of Irish lads I knew that moved from the UK after the war ended, Thomas and Michael Duffy, told me how that had beensent out of London to avoid the bombing. They were sent to Redhill, Surrey. One day a V1 rocket ran out of fuel overhead and cme down near where they were living. It missed the ammunition dump but hit the garbage dump :lol:

Quote:

I also had not realised that rationing was such a widely enforced thing in the US.

Absolutely, and everyone watched out for hoarders as well. I am told that in small towns meat, diary products, and eggs were pretty to get from farmers selling on the black market, butt everyone was on rationing.

Quote:

Well, I can understand that, but I was thinking more in terms of whether listening to stories from returning relatives had fired your military interests. I think all war gamers have been inspired by movies and suchlike. I was curious to know if it was more personal than that for you.

Actually, the only war stories I heard were from Mr. Joseph E. Dimery, my oldest friend's father, he being a Yorkshireman that fought in WW I, was breveted Captain all the wayt from private for his courage in combat, and given six months to live after being mistard gassed. He told us about the Germans with their tommyguns, flamethrowers, and "minnewerfer" bombs.

Of course watching war movies and seeing Victory at Sea did royse my interest in military history :D

Quote:

Thanks again. It's interesting to get an American-eye view of the homefront for a change, even if you were only a lad at the time.

As it happens I have a remarkable amount of recall of that time, and what a time it was, especially after the war ended and the USA was on top of the world. Even the Korean War (or, according to HST, Police Action) didn't dismay folks much.

Cheerio,
Gary

gideon_thorne

Tuesday, 6th November, 2007, 06:16 PM

My folks always suggest one particular movie to showcase what growing up in england, during the war, was like. It's called Hope and Glory.

Now, my mom was a bit closer to constant shelling, being near London, than my dad was. But Mick likes to talk about how a particular chimney stack in Sheffield was used as a turn marker for aircraft to navigate over and bomb Nottingham.

Col_Pladoh

Tuesday, 6th November, 2007, 06:41 PM

Quote:

*Originally Posted by **gideon_thorne***

My folks always suggest one particular movie to showcase what growing up in england, during the war, was like. It's called Hope and Glory.

Now, my mom was a bit closer to constant shelling, being near London, than my dad was. But Mick likes to talk about how a particular chimney stack in Sheffield was used as a turn marker for aircraft to navigate over and bomb Nottingham.

The UK took it on the chin, but the fact is the Gross Deutcheland was far more devistated.

In regards bombing the US had nothing at all.

Cheerio,
Gary

All times are GMT +1. The time now is 04:00 PM.

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gideon_thorne

Tuesday, 6th November, 2007, 06:43 PM

Quote:

Originally Posted by **Col_Pladoh**

The UK took it on the chin, but the fact is the Gross Deutcheland was far more devastated.

In regards bombing the US had nothing at all.

Cheerio,

Gary

Some of the most fascinating conversations though, occur when you get people from england and Germany comparing notes. :)

Nagora

Tuesday, 6th November, 2007, 07:32 PM

Quote:

Originally Posted by **Col_Pladoh**

A couple of Irish lads I knew that moved from the UK after the war ended, Thomas and Michael Duffy, told me how that had beensent out of London to avoid the bombing. They were sent to Redhill, Surrey. One day a V1 rocket ran out of fuel overhead and cme down near where they were living. It missed the ammunition dump but hit the garbage dump :lol:

Redhill's nice; I've lived near there. My father was evacuated from Belfast near the start of the war and didn't see his family, other than an older brother who went with him, for the best part of four years. He was sent to a farm up near the Giant's Causeway and seems to have had a great time.

The huge shipyard in Belfast (of "RMS Titanic" fame) was, of course, a prime target and very easy to find from the air: just follow Belfast Lough to its end and drop everything you have! Bound to hit something useful. :)

haakon1

Tuesday, 6th November, 2007, 07:34 PM

US Homefront Stories

My dad was born in 1931 in Brooklyn; his dad was a WWI infantry veteran and unemployed for most of the Depression, but got back to work at the Brooklyn Navy Yard when the war started.

My dad's stories about WWII are pretty sparse, and pretty much like Gary's. Generally, it was a good time compared to the Depression. The one story I remember is that the local Italian barber had a model of an Italian battleship in the window, that all the boys loved to stare at, but he took it down when Italy and the US went to war. My dad collected "war cards", like baseball cards, and loved to see maps of the war's progress.

His older brother went to India with the Army Air Force and was a mechanic for C-46 Commando cargo planes, the planes that flew over the Himalayas (the Hump) to bring supplies from the Ledo Road in Assam, India to the Chang Kai-shek's Nationalist Chinese HQ in Chungking. That's the CBI -- China-Burma-India theater -- and the fighter units -- the Flying Tigers (originally American volunteers in the Chinese Air Force before the US entered the war) were quite famous.

My mom was born in 1936 in Houston; her dad went to sea at the turn of the century on sailing ships and was in Halsey's destroyer flotilla in WWI. (Admiral "Bull" Halsey commanded Allied South Pacific naval forces in WWII, under Nimitz, the overall CINCPAC. He was famous for aggression, a Patton of the sea with quotes like: "The only good Jap is a dead Jap." He retired in disgrace though, after falling for a Japanese deception at the Battle of Leyte Gulf and exposing the landing forces to attack -- the Taffy 3 incident.) After the Great War, he was a merchant ship captain, harbor pilot, and tanker company manager in Houston. (Houston was the center of the US oil industry at the time, and still is a major shipping center and petrochemical complex.)

He had been anti-war, supporting the America First ideas of Charles Lindburgh and the like.

On Dec. 8th 1941, my grandpa tried to join the Navy again, but his blood pressure was too high. He wrote to Halsey to try to get around it, but instead, they put him the War Shipping Administration, working with the seaman's union to pick crews for tankers to the UK (low life expectancy, especially early in the war) and to improve morale by running shows for them and so forth. He did things like get the guy who wrote "You Are My Sunshine" to visit for a morale boosting event, and deciding not to open the roof of a hotel to sailors, because he knew people would end up falling off or getting thrown off while blind drunk.

He also had the job of going around to the families, with the union guy, to notify them when a tanker went down. My mom dreaded phone calls in the night, because that quickly came to mean only one thing. They were convinced that the U-boats were in the Gulf of Mexico (turns out to be true after the war, but denied at the time due to insufficient escorts to cover the Gulf) and that Germans were landing on the coast to resupply (don't think so!).

In addition, he was an air raid warden, which I think means he got more gas for his Ford woodie station wagon. He definitely had a WWI/British

style helmet for that. They were very serious about the black out in Houston, both for air raid reasons (you never know if there could be a repeat of the Zimmerman telegram in WWI) and for U-boat reasons (city lights silhouette a ship easily for U-boat attacks, which are almost always at night).

The other good story is that, before the US entered the war, but after April 1940, my grandpa got the occasional letter from friends in the shipping business in occupied Norway. When this happened, the "G-Men" would come over in a black car and suits to read the letters for any hint of intel. The Nazis, however, would black out various passages, to I'm not sure if they were able to get anything from it.

Also, from both parents, kids insisted that SPAM was maps spelled backwards as a code, and the cans were used to ship maps to the troops secretly. Not that I think there was a lot of spam on the homefront! :)

Fifth Element

Tuesday, 6th November, 2007, 07:59 PM

Col:

One of the level titles for a bard in AD&D is "racaraide". A google search only brings up references to AD&D bards. What was the source of this term, and what does it mean?

Col_Pladoh

Tuesday, 6th November, 2007, 08:39 PM

Quote:

*Originally Posted by **gideon_thorne***

Some of the most fascinating conversations though, occur when you get people from England and Germany comparing notes. :)

One of my good friends in high school was a German lad whose mother and sister had brought him here as immigrants. They were from East Germany, and his stories were not very fascinating.

Cheers,
Gary

Col_Pladoh

Tuesday, 6th November, 2007, 08:44 PM

Quote:

*Originally Posted by **Nagora***

Redhill's nice; I've lived near there. My father was evacuated from Belfast near the start of the war and didn't see his family, other than an older brother who went with him, for the best part of four years. He was sent to a farm up near the Giant's Causeway and seems to have had a great time.

The huge shipyard in Belfast (of "RMS Titanic" fame) was, of course, a prime target and very easy to find from the air: just follow Belfast Lough to its end and drop everything you have! Bound to hit something useful. :)

I've been to England a number of times, but never did see Redhill...or a lot of other places I would have liked to see.

I can understand your father having a great time on a farm, because I loved them as a lad, and I worked on one for free, and to learn, on weekkds, later received \$1 per day and room and board for working on another farm. I remember the hard work and fun well to this day.

Cheerio,
Gary

Col_Pladoh

Tuesday, 6th November, 2007, 08:52 PM

Haakon1,

I can comment on three matters you mention:

My parents and older siblings had been through the Great Depression, and even with the ear on things at home were a lot better I was told.

The news reports and maps for the civilian population were pretty vague and usually inaccurate as well.

The main cargo planes flying over "The Hump" were C47s, the good old DC3 civilian aircraft.

The Flying Tigers had P40s, and they were lead by General Claire Chennault--an ancestor of Stephen and Davis Chennault of Troll Lord Games.

There was plenty of Spam around in Chicago. We ate it at least once a week, and I still think it is good stuff :lol:

Cheers,
Gary

Col_Pladoh

Tuesday, 6th November, 2007, 08:56 PM

Quote:

*Originally Posted by **Fifth Element***

Col:

One of the level titles for a bard in AD&D is "racaraide". A google search only brings up references to AD&D bards. What was the source of this term, and what does it mean?

Tru searching in a thesaurus.

IIRR, a racaraide is a strolling entertainer, but after all these years I'll be blamed if I can recall.

Cheerio,
Gary

Fifth Element

Wednesday, 7th November, 2007, 12:11 AM

Quote:

*Originally Posted by **Col_Pladoh***

Tru searching in a thesaurus.

IIRR, a racaraide is a strolling entertainer, but after all these years I'll be blamed if I can recall.

*Cheerio,
Gary*

Thanks, can't find it in online dictionaries. Guess I'll have to find a more obscure one...

Edena_of_Neith

Wednesday, 7th November, 2007, 05:28 AM

The A cards allowed for 4 gallons of gasoline per month.

haakon1

Wednesday, 7th November, 2007, 09:48 AM

Quote:

*Originally Posted by **Col_Pladoh***

The main cargo planes flying over "The Hump" were C47s, the good old DC3 civilian aircraft.

That's exactly what I thought, but when I was showing my uncle the internet a few years back -- he'd never seen it before but he would have been an engineer if he'd got a chance to go beyond grade school -- I was showing him a site about historical aircraft and showed him the C-47. He said nope, he worked on the C-46 Commando, which had the advantage for the Hump of being pressurized, but the disadvantage of being more troublesome than the C-47. Wikipedia agrees with him, so his 80-something year old memory must be right on this point. :)

http://en.wikipedia.org/wiki/C-46_Commando

Quote:

*Originally Posted by **Col_Pladoh***

The Flying Tigers had P40s, and they were lead by General Clair Chenault--an ancestor of Stephen and Davis Chenault of Troll Lord Games.

I had no idea it was the same Chenaults. That's awesome.

Quote:

*Originally Posted by **Col_Pladoh***

There was plenty of Spam around in Chicago. We ate it at least once a week, and I still think it is good stuff :lol:

But you never found a map in it, did ya? ;)

Sanguinemetaldawn

Wednesday, 7th November, 2007, 10:31 AM

Yuan-Ti

Colonel,

I have been curious about the Yuan-ti lately, and I was hoping you could shed some light on the origin and development of that group of creatures in D&D. WotC reserves it as their product identity...but I have been reading Howard since I was a lad and my dad gave me some Conan books, and it's hard not to notice the Serpent-men of Howard's stories.

As I understand it, the Yuan-ti in D&D begin with I1 Dwellers of the Forbidden City, written by one of your not-favorite people: David Cook. Anyway, I guess the present narrative is that Cook did work for hire, for then TSR owned it, and "his" work is owned by WotC/Hasbro.

But I find myself wondering, did he come up with it, or did someone else at the company, credited or not? And I further find it difficult to believe that it was wholly original to him, but who knows, maybe I am wrong.

I certainly was familiar with the idea of snake people from Howard long before I was from I1.

Anyway, thanks for clearing this up.

Nagora

Wednesday, 7th November, 2007, 11:58 AM

Quote:

*Originally Posted by **haakon1***

Wikipedia agrees with him, so his 80-something year old memory must be right on this point.

I think you have that the wrong way around: His 80-something year old memory agrees with Wikipedia, so it must be right on this point. :)

Nagora

Wednesday, 7th November, 2007, 12:05 PM

Quote:

*Originally Posted by **Col_Pladoh***

The UK took it on the chin, but the fact is the Gross Deutschland was far more devastated.

They reaped the whirlwind.

Col_Pladoh

Wednesday, 7th November, 2007, 03:41 PM

Quote:

*Originally Posted by **Fifth Element***

Thanks, can't find it in online dictionaries. Guess I'll have to find a more obscure one...

Likely I found it in a *Roget's Thesaurus* and looked it up in my unexpurgated *Funk & Wagnalls Dictionary*. Both books are around here somewhere, but in this clutter it would likely take an hour to find each.

:confused:
Gary

Col_Pladoh

Wednesday, 7th November, 2007, 03:44 PM

Quote:

*Originally Posted by **Edena_of_Neith***

The A cards allowed for 4 gallons of gasoline per month.

Thanks for the information.

No wonder that we were in the car only on Sundays for short drives. Father had to save up for our summer drive up to Lake Geneva for his month of vacation and touring around the countryside here.

Cheers,
Gary

Col_Pladoh

Wednesday, 7th November, 2007, 03:49 PM

Haakon1,

Seems as if the TV documentary of the airlift of cargo from Burma to China was in error, as they said C 47 and showed 'em taking off from an airfield. I can't argue with someone that actually flew C 47s doing that, though, so I stand corrected...as must some others methinks.

Cheers,
Gary

Col_Pladoh

Wednesday, 7th November, 2007, 03:57 PM

Quote:

*Originally Posted by **Sanguinemetal Dawn***

Colonel,

I have been curious about the Yuan-ti lately, and I was hoping you could shed some light on the origin and development of that group of creatures in D&D. WoTC reserves it as their product identity...but I have been reading Howard since I was a lad and my dad gave me some Conan books, and it's hard not to notice the Serpent-men of Howard's stories.

As I understand it, the Yuan-ti in D&D begin with I1 Dwellers of the Forbidden City, written by one of your not-favorite people: David Cook. Anyway, I guess the present narrative is that Cook did work for hire, for then TSR owned it, and "his" work is owned by WoTC/Hasbro.

But I find myself wondering, did he come up with it, or did someone else at the company, credited or not? And I further find it difficult to believe that it was wholly original to him, but who knows, maybe I am wrong.

*I certainly was familiar with the idea of snake people from Howard long before I was from I1.
Anyway, thanks for clearing this up.*

Sorry, but as those critters were not of my design, I am unable to comment.

Clearly, one could well devise a variety of naga that would resemble the yuan-ti, though, and no one can claim ownership to the concept of the naga as it is an ancient one that is well publicized.

Cheerio,
Gary

Col_Pladoh

Wednesday, 7th November, 2007, 04:00 PM

Quote:

*Originally Posted by **Nagora**
They reaped the whirlwind.*

Thanks mainly to the tenacity of Winston Churchill who absolutely refused to negotiate with the Nazis when his colleagues urged him to do so.

Cheers,
Gary

Nagora

Wednesday, 7th November, 2007, 04:35 PM

Quote:

*Originally Posted by **Col_Pladoh**
Thanks mainly to the tenacity of Winston Churchill who absolutely refused to negotiate with the Nazis when his colleagues urged him to do so.*

Absolutely, although I think history (and historians) are often too harsh on people like Chamberlin. If I had been though the first world war then I would have tried very hard to avoid it happening again. Sadly, that misplaced hope led to some fairly shabby activity but I understand (to the extent that someone born decades after the trenches were dug from Switzerland to the English Channel can) why they *tried* to negotiate.

I also understand how lucky we all are that they failed to reach a real agreement with "Herr Hitler" and that Churchill was there to take the reins when they did.

I remember someone who worked with Churchill describing how he would have ten big ideas every day: "About six of them," he said, "Winnie would discount or lose interest in himself, two of them would be terrible ideas which his colleges and friends would have to almost physically restrain him from carrying out. But one or two would be genius of the level that they could turn the course of the whole war."

Gary Gygax Q&A: Part XIII

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haakon1

Wednesday, 7th November, 2007, 05:16 PM

Quote:

*Originally Posted by Col_Pladoh**Haakon1,**Seems as if the TV documentary of the airlift of cargo from Burma to China was in error, as they said C 47 and showed 'en taking off from an airfield. I can't argue with someone that actually flew C 47s doing that, though, so I stand corrected...as must some others methinks.**Cheers,
Gary*

They certainly used C-47's in the CBI, and it wouldn't surprise me if they used both to go over the Hump. It's just that the pressurized C-46 would have been less unpleasant, whereas the C-47 is the poster boy of WWII cargo aircraft, with much more footage intact. :)

In the bomber world, as I understand it, B-17's were not pressurized, but B-29's were, so B-29's were better able to do high altitude "above the fighters" strategic bombing of Japan, whereas B-17's flew at fighter altitudes and relied on having about 10 .50 cal's.

The C-46 was a passenger airliner too, before the war, just much less successful, and a Curtiss instead of a Douglas.

haakon1

Wednesday, 7th November, 2007, 05:21 PM

Quote:

*Originally Posted by Nagora**Absolutely, although I think history (and historians) are often too harsh on people like Chamberlin. If I had been though the first world war then I would have tried very hard to avoid it happening again. Sadly, that misplaced hope led to some fairly shabby activity but I understand (to the extent that someone born decades after the trenches were dug from Switzerland to the English Channel can) why they tried to negotiate.*

1940 is my favorite year of the 20th century, though I'm sure few non-German, non-Japanese people saw it as a great year at the time. Britain's Finest Hour is much more clear in retrospect.

Anyhow, the Foreign Secretary who almost got the PM job wanted to sign a peace deal with Hitler too . . . I forget exactly how Churchill got the job, but it seems more an accident of political fate than a broad political decision that he was the best guy.

Nagora

Wednesday, 7th November, 2007, 05:44 PM

Quote:

*Originally Posted by haakon1**Anyhow, the Foreign Secretary who almost got the PM job wanted to sign a peace deal with Hitler too . . . I forget exactly how Churchill got the job, but it seems more an accident of political fate than a broad political decision that he was the best guy.*

According to AJP Taylor:

"Churchill was swept to power by a revolt of the backbenches as Lloyd George had been in December 1916. This time the revolt was open, displayed in the division lobbies. There was no element of intrigue-or not much."

Basically, the old guard wanted Halifax but the rank-and-file of the party had had enough of failures and anyone associated with Chamberlain's Munich fiasco. Chamberlain resigned and it was made clear that Churchill, as the only staunch anti-Hitler voice through the years, was the only alternative with any support. Chamberlain, while handing in his resignation, advised the King that Halifax would not be able to lead the government and so the invitation to become Prime Minister was proffered to Churchill instead. He agreed and the rest is history. Cometh the hour, cometh the man.

Prince of Happiness

Thursday, 8th November, 2007, 11:05 PM

Quote:

*Originally Posted by Col_Pladoh**The UK took it on the chin, but the fact is the Gross Deutschland was far more devastated.**In regards bombing the US had nothing at all.*

Cheerio,
Gary

Outside of Pearl Harbor and the occupation of Attu Island in Alaska, there was some very limited bombing by Japanese launched parachute bombs in Oregon and California and killed a couple of people. IIRC there were some incendiary bombs on them as well with the intent of starting massive forest fires, but that came to naught.

haakon1

Friday, 9th November, 2007, 07:09 AM

Quote:

Originally Posted by **Prince of Happiness**

Outside of Pearl Harbor and the occupation of Attu Island in Alaska, there was some very limited bombing by Japanese launched parachute bombs in Oregon and California and killed a couple of people. IIRC there were some incendiary bombs on them as well with the intent of starting massive forest fires, but that came to naught.

It was balloon bombs, launched from the mainland. One was effective and killed several picnickers. I read about this a LONG time ago in some magazine my dad had, possibly the magazine of the Smithsonian.

Wikipedia has the same basic story, in more detail, with pictures!

http://en.wikipedia.org/wiki/Balloon_bomb

Col_Pladoh

Friday, 9th November, 2007, 03:08 PM

Quote:

Originally Posted by **Nagora**

Absolutely, although I think history (and historians) are often too harsh on people like Chamberlain. If I had been though the first world war then I would have tried very hard to avoid it happening again. Sadly, that misplaced hope led to some fairly shabby activity but I understand (to the extent that someone born decades after the trenches were dug from Switzerland to the English Channel can) why they tried to negotiate.

I also understand how lucky we all are that they failed to reach a real agreement with "Herr Hitler" and that Churchill was there to take the reins when they did.

I remember someone who worked with Churchill describing how he would have ten big ideas every day: "About six of them," he said, "Winnie would discount or lose interest in himself, two of them would be terrible ideas which his colleges and friends would have to almost physically restrain him from carrying out. But one or two would be genius of the level that they could turn the course of the whole war."

Of course Churchill went through the Great War as well. Chamberlain was a "peace at any price" advocate while Sir Winston knew better. An excellent book dealing with this subject is *Five Days in London: May 1940* by John Lukacs.

After reading it I am convinced that Churchill single-handedly guaranteed that Hitler would not win the war but have to fight it out...against overwhelming odds after the USA entered the conflict on the side of the UK.

Cheerio,
Gary

Col_Pladoh

Friday, 9th November, 2007, 03:12 PM

Quote:

Originally Posted by **haakon1**

They certainly used C-47's in the CBI, and it wouldn't surprise me if they used both to go over the Hump. It's just that the pressurized C-46 would have been less unpleasant, whereas the C-47 is the poster boy of WWII cargo aircraft, with much more footage intact. :)

In the bomber world, as I understand it, B-17's were not pressurized, but B-29's were, so B-29's were better able to do high altitude "above the fighters" strategic bombing of Japan, whereas B-17's flew at fighter altitudes and relied on having about 10 .50 cal's.

The C-46 was a passenger airliner too, before the war, just much less successful, and a Curtiss instead of a Douglas.

As a matter of fact I have flown in an unpressurised DC 3, a hop from Milwaukee to Chicago, and I chewed the hell out of the gum handed out to passengers by the stewardesses.

My 8th grade teacher was the pilot of a B29 flying from Tinian, and he told us many hair-raising tales about the war in the Pacific. He lost three planes in the course of his tour of duty.

Cheers,
Gary

Cheers,
Gary

Col_Pladoh

Friday, 9th November, 2007, 03:17 PM

Quote:

Originally Posted by **Prince of Happiness**

Outside of Pearl Harbor and the occupation of Attu Island in Alaska, there was some very limited bombing by Japanese launched parachute bombs in Oregon and California and killed a couple of people. IIRC there were some incendiary bombs on them as well with the intent of starting massive forest fires, but that came to naught.

Yes, and more people were lost to accidents at home than in the parachute bombing attacks.

The Japs occupation of Attu and Kiska was nothing that threatened the USA either, but service there was pretty dreadful. I worked with a chap named AL Gunville that had been in the Army, was there. No Japs to speak of but awful weather and frostbite casualties.

Cheers,
Gary

Prince of Happiness

Friday, 9th November, 2007, 05:21 PM

Quote:

Originally Posted by **Col_Pladoh**

Yes, and more people were lost to accidents at home than in the parachute bombing attacks.

The Japs occupation of Attu and Kiska was nothing that threatened the USA either, but service there was pretty dreadful. I worked with a chap named AL Gunville that had been in the Army, was there. No Japs to speak of but awful weather and frostbite casualties.

*Cheers,
Gary*

Didn't threaten the mainland, but the unhappy remaining natives of Attu Island were sent to Hokkaido and didn't fare very well there. Drop in the bucket, to be sure but still very :(

Col_Pladoh

Friday, 9th November, 2007, 09:43 PM

Quote:

Originally Posted by **Prince of Happiness**

Didn't threaten the mainland, but the unhappy remaining natives of Attu Island were sent to Hokkaido and didn't fare very well there. Drop in the bucket, to be sure but still very :(

Yes sir.

The Japs were not renowned for their kindly treatment of prisoners. What a shame on the USA that we put citizens of Japanese ancestry into concentration camps, even if their treatment was very decent.

Cheerio,
Gary

nerfherder

Friday, 9th November, 2007, 10:26 PM

Quote:

Originally Posted by **Col_Pladoh**

It seems a shame that a furrow's length is recognized only at horse racing tracks these days. Of course it is 220 yards, a bowshot long.

Coincidentally, last weekend I spotted a very rare signpost with measurements still in miles and furlongs in Kirkby Stephen. I was so surprised, I took a photo!
http://farm3.static.flickr.com/2271/...7f32f2fe_b.jpg

Prince of Happiness

Friday, 9th November, 2007, 10:30 PM

Quote:

Originally Posted by **Col_Pladoh**

Yes sir.

The Japs were not renowned for their kindly treatment of prisoners. What a shame on the USA that we put citizens of Japanese ancestry into concentration camps, even if their treatment was very decent.

*Cheerio,
Gary*

When you don't sign the Geneva Conventions...

Col_Pladoh

Friday, 9th November, 2007, 11:19 PM

Quote:

*Originally Posted by **nerfherder***

Coincidentally, last weekend I spotted a very rare signpost with measurements still in miles and furlongs in Kirkby Stephen. I was so surprised, I took a photo!

That is a great pic, and the first time I was made that furlongs were added to mile distances anywhere.

Thanks for sharing that!

Cheers,
Gary

nerfherder

Friday, 9th November, 2007, 11:38 PM

Quote:

*Originally Posted by **Col_Pladoh***

That is a great pic, and the first time I was made that furlongs were added to mile distances anywhere.

Thanks for sharing that!

*Cheers,
Gary*

Thanks. It's the first time I'd ever seen one in my 40 years. I noticed the older style of signpost at a junction when I was visiting Kirkby Stephen in the Eden District last weekend, and something about it just looked odd. It wasn't till I got closer and read the distances that I realised.

Cheers,
Liam

Col_Pladoh

Friday, 9th November, 2007, 11:46 PM

Quote:

*Originally Posted by **nerfherder***

Thanks. It's the first time I'd ever seen one in my 40 years. I noticed the older style of signpost at a junction when I was visiting Kirkby Stephen in the Eden District last weekend, and something about it just looked odd. It wasn't till I got closer and read the distances that I realised.

*Cheers,
Liam*

FWIW,

Although I have no eye for photographic composition, it seems to me that you have that ability. My wife takes all the pictures :D

Cheers,
Gary

haakon1

Monday, 12th November, 2007, 05:52 AM

Quote:

*Originally Posted by **Col_Pladoh***

My 8th grade teacher was the pilot of a B29 flying from Tinian, and he told us many hair-raising tales about the war in the Pacific. He lost three planes in the course of his tour of duty.

Did they go down from mechanical difficulties or enemy action?

I wonder a bit about Enola Gay's most important sortie in history . . . the vision I have is of a single bomber, unescorted, at super high altitude, beyond what fighters or flak could easily deal with. I wonder why they sent just one plane, if indeed they did.

Sanguinemetaldawn

Monday, 12th November, 2007, 08:31 AM

Quote:

*Originally Posted by **haakon1***

Did they go down from mechanical difficulties or enemy action?

I wonder a bit about Enola Gay's most important sortie in history . . . the vision I have is of a single bomber, unescorted, at super high altitude, beyond what fighters or flak could easily deal with. I wonder why they sent just one plane, if indeed they did.

The Enola Gay went with two additional bombers, but that was it, in terms of the whole route at least.

By the time the Bombs were dropped, the US had total air dominance over Japan, and we had been flying sorties against the main islands for months...and they still refused to surrender.

The reason for this is pretty simple: air dominance is long way from total victory, and the Japanese still had millions of personnel on the main islands as well as the Korean peninsula and Manchuria.

And that of course is why the Bombs were necessary. We had up to date intel from intercepted transmissions that the Japanese were not going to surrender, and Japanese military officials have stated they were preparing to repel any amphibious assault we might make.

The bloodbath that would have resulted from such an assault would have made Okinawa and Iwo Jima look like a walk in the park. Not to mention the difficulty of launching the assault, and dubious prospects for its success.

And the only alternative to the Bomb, or amphib assault, would have been leaving the Japanese Imperial military intact. Which doesn't really seem a viable option, more of a postponement.

I apologize for the long windedness, but there is a false narrative perpetuated by the left today that the bombs were dropped "even though the US 'knew'" Japan was going to surrender. That statement is pure drivel, and a slander.

The US did know for a fact that Japan had no intention of surrendering (as indicated by diplomatic intercepts), and the proof of that fact is that even AFTER the Bombs were dropped and the Soviets began their assault, and the emperor ordered a surrender, the military attempted a coup to prevent the surrender. If the military was willing to overthrow the emperor to stop the surrender after two atom bombs and the entry of the Soviets into the Pacific War, how any sane person could think they would surrender before those events is beyond my understanding.

At any rate, the need for any real escort seemed minimal in the judgement of the command, and they were proved correct.

Also, you noted the high altitude at which the bombs were dropped. This accomplished two purposes. The first was avoiding flak and so forth as you note. The second was to maximize the distance between the plane and the center of the shockwave.

In the WaW documentary about the bomb, Tibbets recounts the experience of the aircraft shuddering from the force of the blast, even at that altitude and distance.

Edited to excise statement about on-board machine guns. They were removed for the Silverplates because of the demands of dropping such huge bombs.

Col_Pladoh

Monday, 12th November, 2007, 04:35 PM

Quote:

*Originally Posted by **haakon1***

Did they go down from mechanical difficulties or enemy action?

I wonder a bit about Enola Gay's most important sortie in history . . . the vision I have is of a single bomber, unescorted, at super high altitude, beyond what fighters or flak could easily deal with. I wonder why they sent just one plane, if indeed they did.

Mr. Jarvis stated that at least one of the bombers he lost was because of Japanese action...flak IRR.

He also spoke of a bomb that did not drop from the rack, and how one of the crewmen had a lariat and used it to tie it up in place. When he landed the plane the bomb was suspended only by that rope.

The account above of the mission to drop the A Bomb on Hiroshima is accurate to the best of my knowledge. The Japanese had developed fighter aircraft that could attain stratospheric heights, but only in prototype. I think it was called the Raiko.

Cheers,
GAry

nerfherder

Monday, 12th November, 2007, 11:02 PM

Quote:

*Originally Posted by **Col_Pladoh***

That is a great pic, and the first time I was made that furlongs were added to mile distances anywhere.

Thanks for sharing that!

*Cheers,
Gary*

Thanks! I appreciate your kind comments. :)

Cheers,
Liam

Col_Pladoh

Wednesday, 14th November, 2007, 03:54 PM

Quote:

Originally Posted by **nerfherder**
Thanks! I appreciate your kind comments. :)

Cheers,
Liam

:D

Just calling 'em the way I see 'em.

Cheerio,
Gary

All times are GMT +1. The time now is 04:00 PM.

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Gary Gygax Q&A: Part XIII

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khyron1144

Saturday, 17th November, 2007, 05:45 AM

Assassins & Paladins

Hey Gary,

I would be much delighted if you would tell me what you think of this entry from my blog:

<http://greybeardsngrognards.blogspot...assassins.html>

If you don't feel you have time to read the whole thing, I can summarize it thusly:

Properly played, paladins are more disruptive to party harmony than assassins.

Thanks for your time.

Col_Pladoh

Saturday, 17th November, 2007, 04:31 PM

Quote:

*Originally Posted by **khyron1144****Hey Gary,**I would be much delighted if you would tell me what you think of this entry from my blog:**<http://greybeardsngrognards.blogspot...assassins.html>**If you don't feel you have time to read the whole thing, I can summarize it thusly:**Properly played, paladins are more disruptive to party harmony than assassins.**Thanks for your time.*

Ciao,

I can't believe I read the whole essay... :eek:

Actually, I enjoyed it and found it well-written and informative. I offer the following comments:

Removing the Assassin from the game was as useful as KOing demons and devils. As if those that objected to the game because of there being such monsters included would rush out and buy it, or even stop denouncing it, when such evil portions were excised from the game.

In a party of wholly Good aligned PCs the Paladin has to work at being disruptive. Many players with a Paladin PC seem to aim at being a thron in the flesh of the group.

The Assassin PC will generally have in mind "whacking" a fellow party member in order to gain the XPs from the hit and the good stuff that character possesses.

In short, both sorts of PCs can be detrimental to party harmony.

That said, the OAD&D game did not *encourage* backstabbing. It merely allowed characters to do that if it was their choice. In the many years that I ran the GREYhawk campaign, there were few incidents of such behavior. Most occurred when a group decided to create Evil PCs and adventure thus. The several Paladins played, as well as two or three Assassins were no more disruptive than the greedy thieves :lol:

Cheers,

Gary

khyron1144

Saturday, 17th November, 2007, 08:47 PM

Thanks much.

Col_Pladoh

Saturday, 17th November, 2007, 09:24 PM

Quote:

*Originally Posted by **khyron1144****Thanks much.*

Welcome. That is an interesting essay ;)

Cheers,
Gary

The Great Bear King

Wednesday, 21st November, 2007, 12:10 AM

I have to agree with your comments on paladins and assassins Gary. From what I've seen in my own sessions, neither assassins nor paladins are required to cause party strife and infighting, nor would they make anything worse. No matter the edition or rule set used dysfunctional parties will always be present, waiting to rear their ugly heads. For example I'll post a party my character, Doctor Edward Philips, was a part of.

Doctor Edward Philips: A Chaotic Good, human necromancer wizard (magic-user in 1st Edition) played by me. I convinced the DM to add some weakened healing spells to his list under the Necromancy school. Hit the party fighter with a *chill touch* to try to stop him from killing a non-threatening gloomwing.

party fighter (can't remember his name): Think of a combination of Edmund Blackadder and Zapp Branigan with just a hint of Milo Menderbender. He kept a pair of robes and holy symbol of each major religion so he could con them out of all their money. His alignment was Lawful Neutral (I'd say he had at least tendencies towards Evil). He pushed my character out of the way and slaughtered the innocent gloomwing. Then he cut off the wings, hid the body, and sheathed his sword then walked off as if nothing happened. He also is trying to convince a small rural town that its founder is a vampire so he could bilk them out of their money.

party cleric of Pelor with ADHD: He was a human cleric of Pelor and former friend of the party necromancer (me). I say former friend because he attacked the stone altar instead of defending the lunar moth. Why did he attack the altar? Were the temple priests Evil? No, he just wanted to smash something.

party barbarian #1: Didn't like me at the start and threatened to kill my character on two separate occasions. How was I supposed to know he wouldn't like the idea of me putting his pet dog in a zoo? That said he sided with me in the fight with the party fighter, but only in spirit. He was probably Chaotic Neutral.

party barbarian #2: He actually got along with the party necromancer thinking him to be one of the few non-idiots in the party. He also came up with rather sane and intelligent battle tactics for the party. Sadly, the party fighter/leader preferred to use his own "tactics" instead. These were mostly comprised of dirty tricks, attempted bribery and using the rest of the party as his own personal meat shield/cannon fodder. Some times he did this all at once.

party druid: Friendly to me at the start, True Neutral and with a bison instead of a dog. Otherwise, see barbarian #1.

No amount of assassins or paladins could have made this party worse.

Col_Pladoh

Wednesday, 21st November, 2007, 05:15 PM

Well... :eek:

That is indeed a dysfunctional group...can't really call it a team.

I must wonder, though, why the devil would your PC care about a luna moth? Unless he is an entomologist, that's the difference if the con-artist fighter exterminates it, other than the loss of a beautiful insect?

My son Alex really disliked a couple that were in my LA game group and asked me if I would be averse to his Avatar slaying one or both of the, I said in no uncertain terms that personal factors should not affect game persona relationships. He grumbled but agreed. However, when I was creating a Witchery Ability he immediately volunteered to test it out...suggesting a Warlock that hated the Avatars of the two other players he disliked. I declined to accept his offer. The two dropped out soon thereafter much to the relief of Alex, the other players, and me :lol:

Cheerio,
Gary

Dead Scribe

Wednesday, 21st November, 2007, 06:14 PM

Quote:

*Originally Posted by **Nagora***

Absolutely, although I think history (and historians) are often too harsh on people like Chamberlain. If I had been though the first world war then I would have tried very hard to avoid it happening again.

This is undoubtedly true. It's easy in hindsight to blame Chamberlain, but there is one fact that we know indisputably now that was not nearly so obvious then--that Adolph Hitler was not a rational actor. He was an anomaly: a total madman in charge of a European nation. It's also easy to forget that Churchill's less admirable qualities.

Col_Pladoh

Wednesday, 21st November, 2007, 06:45 PM

Quote:

*Originally Posted by **Dead Scribe***

This is undoubtedly true. It's easy in hindsight to blame Chamberlain, but there is one fact that we know indisputably now that was not nearly so obvious then--that Adolph Hitler was not a rational actor. He was an anomaly: a total madman in charge of a European nation. It's also easy to forget that Churchill's less admirable qualities.

Unless I am sadly mistaken Churchill went through the same war as did Chamberlain.

Name any person that lacks qualities that are less than admirable.

Churchill is absolutely the shining figure in the defeat of Nazi Germany, the sole reason Hitler was denied the opportunity of winning the war. Had Great Britain negotiated with the Nazis, they would not have maintained their state of war, and there would have gone the whole of Europe after the USSR was defeated...which it would have been had not the German military had to fight the Battle of Britain and thereafter been facing a possible two-front war. German war production unhindered by British bombing, with the additional ground forces available for Operation Barbarossa, would have doomed Stalin to effective resistance only east of the Urals in 1941.

Cheerio,
Gary

The Great Bear King

Wednesday, 21st November, 2007, 08:23 PM

Quote:

Originally Posted by **Col_Pladoh**

Well... :eek:

That is indeed a dysfunctional group...can't really call it a team.

I must wonder, though, why the devil would your PC care about a luna moth? Unless he is an entomologist, that's the difference if the con-artist fighter exterminates it, other than the loss of a beautiful insect?

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Cheerio,
Gary

I just remembered it wasn't a normal lunar moth it was a gloomwing that was held sacred by a temple that worshiped darkness. By darkness I simply mean the absence of visible light, not an Evil deity or dark power. The party fighter figured that anyone who worships the absence of visible light is stupid enough to deserve losing a sacred animal. I thought that anyone stupid enough to worship literal darkness is stupid enough to need protection from our party's fighter. He also tried to con them out of their inexplicably large wealth.

Col_Pladoh

Wednesday, 21st November, 2007, 08:42 PM

Quote:

Originally Posted by **The Great Bear King**

I just remembered it wasn't a normal lunar moth it was a gloomwing that was held sacred by a temple that worshiped darkness. By darkness I simply mean the absence of visible light, not an Evil deity or dark power. The party fighter figured that anyone who worships the absence of visible light is stupid enough to deserve losing a sacred animal. I thought that anyone stupid enough to worship literal darkness is stupid enough to need protection from our party's fighter. He also tried to con them out of their inexplicably large wealth.

Ah, well...

That's quite different and explains things ;)

I do hope you are searching for a new gaming group!

Cheerio,
Gary

rossik

Wednesday, 21st November, 2007, 09:13 PM

hi gary!

how are you doing today?

i have another question about drow:

why they are ruled by women (the exact word i don't remember)? any inspiration for this?

as far as i remember, they are the only "society" where women have higher status in the d&d game (am i wrong?)

haakon1

Wednesday, 21st November, 2007, 10:00 PM

Quote:

Originally Posted by **Col_Pladoh**

That is indeed a dysfunctional group...can't really call it a team.

Gary, in your campaigns, have parties been more like:

- 1) the example here (random individuals with crazy agendas of their own), most likely played for "zaniness"
- 2) grim survivalists cooperating against a hostile world

- 3) grim survivalists fighting each other and a hostile world
- 4) a mercenary company helping normal folk (and themselves)
- 5) mercenaries competing with each other and interacting with normal folk in not necessarily hostile ways
- 6) disparate heroes who may disagree with each other but serve the common good
- 7) a team of heroes
- 8) a tight-knit special forces unit -- maybe not heroic, but organized and directed?

I've never had the "zany individualist" parties. Usually, it's been more towards the heroes or special forces side, and close knit.

I find it odd when I read about things like "the cleric wouldn't heal me".

Col_Pladoh

Wednesday, 21st November, 2007, 10:24 PM

Quote:

*Originally Posted by **rossik***

hi gary!

how are you doing today?

i have another question about drow:

why they are ruled by women (the exact word i dont remember)? any inspiration for this?

as far as i remember, they are the only "society" where women have higher status in the d&d game (im i wrong?)

;)

The Drow are as they are because they are evil, subterranean elves.

When I conceived the race they were meant to be fascinating and horrid at the same time, the most powerful and most malign group in the vast Underdark. They are like no other humanoid or demi-human race. It is thus natural that the female of the species is larger and more powerful than the male.

Cheers,
Gary

Col_Pladoh

Wednesday, 21st November, 2007, 10:28 PM

Quote:

*Originally Posted by **haakon1***

Gary, in your campaigns, have parties been more like:

- 1) the example here (random individuals with crazy agendas of their own), most likely played for "zaniness"*
- 2) grim survivalists cooperating against a hostile world*
- 3) grim survivalists fighting each other and a hostile world*
- 4) a mercenary company helping normal folk (and themselves)*
- 5) mercenaries competing with each other and interacting with normal folk in not necessarily hostile ways*
- 6) disparate heroes who may disagree with each other but serve the common good*
- 7) a team of heroes*
- 8) a tight-knit special forces unit -- maybe not heroic, but organized and directed?*

I've never had the "zany individualist" parties. Usually, it's been more towards the heroes or special forces side, and close knit.

I find it odd when I read about things like "the cleric wouldn't heal me".

Whoa!

Way too many different groups to pick one of the general categories you list. I have played with groups 1, 4, 6, 7, and 8.

Most of the groups I GMed for fit 4, 6, and 7.

Cheerio,
Gary

rossik

Wednesday, 21st November, 2007, 10:45 PM

Quote:

*Originally Posted by **Col_Pladoh***

;)

The Drow are as they are because they are evil, subterranean elves.

When I conceived the race they were meant to be fascinating and horrid at the same time, the most powerful and most malign group in the vast Underdark. They are like no other humanoid or demi-human race. It is thus natural that the female of the species is larger and more powerful than the male.

Cheers,
Gary

sorry gary, im not teasing or anything, but i really dont get it.

why is natural?

Col_Pladoh

Wednesday, 21st November, 2007, 10:54 PM

Quote:

*Originally Posted by **rossik***

sorry gary, im not teasing or anything, but i really dont get it.

why is natural?

Sorry, but I do not understand that statement.

What is there not to get in the explanation of why I created the Drow as they are stated in the AD&D game?

Cheers,
Gary

rossik

Wednesday, 21st November, 2007, 11:00 PM

Quote:

*Originally Posted by **Col_Pladoh***

Sorry, but I do not understand that statement.

What is there not to get in the explanation of why I created the Drow as they are stated in the AD&D game?

*Cheers,
Gary*

no, i mean why is natural that women are more powerfull in drow society?
pls dont get upset, im not trying to upset you :(

Col_Pladoh

Wednesday, 21st November, 2007, 11:07 PM

Quote:

*Originally Posted by **rossik***

*no, i mean why is natural that women are more powerfull in drow society?
pls dont get upset, im not trying to upset you :(*

:lol:

Okay, no problem.

Drow females are like spiders in regards their superiority to the male. There are quite a few examples of females being larger and stronger than their male counterparts in the animal kingdom, and it seems that many of the theropod dinosaurs were likewise. The first mammal I can think of that fits the case in point is the hyena.

Cheerio,
Gary

rossik

Wednesday, 21st November, 2007, 11:11 PM

Quote:

*Originally Posted by **Col_Pladoh***

:lol:

Okay, no problem.

Drow females are like spiders in regards their superiority to the male. There are quite a few examples of females being larger and stronger than their male counterparts in the animal kingdom, and it seems that many of the theropod dinosaurs were likewise. The first mammal I can think of that fits the case in point is the hyena.

*Cheerio,
Gary*

now that you have said, seem obvious to me... :heh:
shame on me, i have to read more ;)

Geoffrey

Wednesday, 21st November, 2007, 11:17 PM

Gary, in your LA and A/D&D games, you include demi-humans right alongside humans as PCs. In your Dangerous Journeys: Mythus game, however, you relegated demi-human PCs to explicitly optional status, and gave them only 2 pages versus 17 pages of descriptions for human PCs.

Why the de-emphasis on demi-human PCs in Mythus as opposed to your other FRPGs?

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The Great Bear King

Wednesday, 21st November, 2007, 11:20 PM

Quote:

*Originally Posted by Col_Pladoh**Ah, well...**That's quite different and explains things ;)**I do hope you are searching for a new gaming group!**Cheerio,
Gary*

Don't worry, I will. I might even get Dirks, barbarian #2's player, to come along. However, Randy, the fighter's player is actually a rather fair and decent DM, he's just a nightmare of a player. Also the party druid and his bison tended to behave like Shaggy and Scooby. They were master cowards and proud of it.

haakon1

Thursday, 22nd November, 2007, 06:33 AM

Quote:

*Originally Posted by Col_Pladoh**Whoa!**Way too many different groups to pick one of the general categories you list. I haved played with groups 1, 4, 6, 7, and 8.**Most of the groups I GMed for fit 4, 6, and 7.*

Thanks for a good answer to a silly question. :)

Col_Pladoh

Thursday, 22nd November, 2007, 03:36 PM

Quote:

*Originally Posted by rossik**now that you have said, seem obvious to me... :heh:
shame on me, i have to read more ;)*

:lol:

As I said, no problem at all ;)

*Cheerio,
Gary*

Col_Pladoh

Thursday, 22nd November, 2007, 03:47 PM

Quote:

*Originally Posted by Geoffrey**Gary, in your LA and A/D&D games, you include demi-humans right alongside humans as PCs. In your Dangerous Journeys: Mythus game, however, you relegated demi-human PCs to explicitly optional status, and gave them only 2 pages versus 17 pages of descriptions for human PCs.**Why the de-emphasis on demi-human PCs in Mythus as opposed to your other FRPGs?*

Frankly, I find human characters a lot more interesting than most non-human ones. In most cases they are played as stereotypes...badly played thus at that,

When the Mythus game was designed I hoped that the change from class-based to skill-based play would also facilitate emphasis on the human character in the game.

In the LA system I went back and included a large number of non-human races to opt for as an Avatar choice, but I weighed the game in favor of humans by giving Ordered, mainly human, ones a clear leg up on others. Although the edge is slight it is evident, and even non-Ordered humans have more freedom of choice selecting Abilities than do the non-human. The most desirable benefit-wise non-human Avatar races are the ones less likely to be chosen--Kobold, Trollkin, Veshoge.

Anyway, I hope that the racial mandates and guidelines set forth in the LA game make playing any of these non-humans at least a bit more unique and interesting than is usual in many other systems.

Cheerio,
Gary

JamesM

Friday, 23rd November, 2007, 03:58 PM

Gary,

I honestly can't recall if you had any plans for a revision of *AD&D* or a new edition of it. I have the dim recollection that what became *Unearthed Arcana* was in fact but what one part -- and a modified one at that -- of what was originally a much larger "expansion" of *AD&D*. Am I remembering this correctly or were you generally happy with *AD&D* and saw no need for anything more than a new book here or there every so many years?

Thanks.

Col_Pladoh

Friday, 23rd November, 2007, 04:18 PM

Quote:

*Originally Posted by **JamesM***

Gary,

I honestly can't recall if you had any plans for a revision of AD&D or a new edition of it. I have the dim recollection that what became Unearthed Arcana was in fact but what one part -- and a modified one at that -- of what was originally a much larger "expansion" of AD&D. Am I remembering this correctly or were you generally happy with AD&D and saw no need for anything more than a new book here or there every so many years?

Thanks.

In truth, I had begun planning for a revised edition of the *AD&D* game beginning around 1983. I made notes for what I planned, and those remained with TSR when I left the company at the end of 1985.

The UA compilation contained the initial pass at some to the revisions and expansions I envisioned for the game, but I had not had time to sit down and concentrate on exactly how I would complete a revision and what it would entail.

No matter, as that is now all water under the bridge for more than two decades now, eh?

Cheerio,
Gary

JamesM

Friday, 23rd November, 2007, 04:22 PM

Quote:

*Originally Posted by **Col_Pladoh***

No matter, as that is now all water under the bridge for more than two decades now, eh?

Certainly, although I can't help but feel a slight pang of loss considering the subsequent history of the game and its various editions. As I get older, I find the feel and content of *AD&D* suits me very well and I think of what might have been had your revision come to pass.

Col_Pladoh

Friday, 23rd November, 2007, 05:44 PM

Quote:

*Originally Posted by **JamesM***

Certainly, although I can't help but feel a slight pang of loss considering the subsequent history of the game and its various editions. As I get older, I find the feel and content of AD&D suits me very well and I think of what might have been had your revision come to pass.

To suggest another old saw...spilled milk.

As with the *World of Greyhawk*, there is nothing that anyone can do about the matter ;)

Cheerio,
Gary

Raven Crowking

Friday, 23rd November, 2007, 05:50 PM

Gary,

Do you watch Doctor Who? If so, have you seen the new series? If so, do you like it? Why or why not?

RC

Col_Pladoh

Friday, 23rd November, 2007, 05:56 PM

Quote:

*Originally Posted by **Raven Crowking***

Gary,

Do you watch Doctor Who? If so, have you seen the new series? If so, do you like it? Why or why not?

RC

I do occasionally watch *Dr. Who*. The new series is quite good IMO, as the budget must be larger and the effects are a good deal better than in past shows :D

Cheerio,
Gary

fett527

Friday, 23rd November, 2007, 07:24 PM

Gary,

If you fall in lava, do you get a saving throw?

;)

Col_Pladoh

Friday, 23rd November, 2007, 08:09 PM

Quote:

*Originally Posted by **fett52M***

Gary,

If you fall in lava, do you get a saving throw?

;)

:]

Yah, right! :mad:

1 or less of 10d10 saves.

:lol:
Gary

Holy Bovine

Saturday, 24th November, 2007, 12:08 AM

Quote:

*Originally Posted by **fett52M***

Gary,

If you fall in lava, do you get a saving throw?

;)

If Gary Gygax falls in lava the *lava* doesn't get a saving throw.

Everyone else just dies.

Col_Pladoh

Saturday, 24th November, 2007, 03:24 PM

Quote:

*Originally Posted by H **ty Bovine***

*If Gary Gygax falls in lava the *lava* doesn't get a saving throw.*

Everyone else just dies.

:confused:

This brings to mind the use of certain potent magical devices that would indeed pretty much negate the effects of lava or magma--anything having to do with compatibility with Elemental Fire.

Having been divorced from my first wife, I no longer need such magical protection :p

Cheerio,
Gary

Geoffrey

Sunday, 25th November, 2007, 02:45 AM

Gary, how big a hand did you have in the assembling of the *Mythus Prime* book published in 1994?

Col_Pladoh

Monday, 26th November, 2007, 05:34 PM

Quote:

*Originally Posted by **Geoffrey***

*Gary, how big a hand did you have in the assembling of the *Mythus Prime* book published in 1994?*

That was essentially all of my creative work and c.80% of the actual writing was done by me. Of course I borrowed a good deal from the *DJ Unhallowed* horror RPG rules that were co-created by me with Mick McCulley. Dave Newton assisted in organizing the material, added some good work, and was mainly responsible for the *Mythus Beastiary* and was working on the one for Phaeree when the TSR lawsuit stopped our production.

Cheerio,
Gary

FATDRAGONGAMES

Tuesday, 27th November, 2007, 03:41 AM

Quote:

*Originally Posted by **JamesM***

As I get older, I find the feel and content of AD&D suits me very well and I think of what might have been had your revision come to pass.

Ditto. This is why my group chucked out 3.5 and went to a Castles & Crusades/AD&D hybrid game. The beauty of AD&D was it put the DM in control of the game, not the rules lawyers.

Col_Pladoh

Tuesday, 27th November, 2007, 03:45 PM

Quote:

*Originally Posted by **FATDRAGONGAMES***

Ditto. This is why my group chucked out 3.5 and went to a Castles & Crusades/AD&D hybrid game. The beauty of AD&D was it put the DM in control of the game, not the rules lawyers.

Most people enjoy roll-playing and role-playing, but rule-playing is a complete bore :mad:

Cheers,
Gary

Numion

Tuesday, 27th November, 2007, 03:51 PM

Quote:

*Originally Posted by **Col_Pladoh***

Most people enjoy roll-playing and role-playing, but rule-playing is a complete bore :mad:

Didn't you write in an old *Dragon* article that if you modified AD&D rules at all, you were no longer playing AD&D? :confused:

SuStel

Tuesday, 27th November, 2007, 07:59 PM

Quote:

*Originally Posted by **Numion***

*Didn't you write in an old *Dragon* article that if you modified AD&D rules at all, you were no longer playing AD&D? :confused:*

"Poker, chess, and the AD&D system," *Dragon* #67, November 1982.

Actually it was more like he said if you modified the rules that made up the framework of AD&D, you were playing an AD&D *variant*. Just as you

couldn't bring variant rules to a chess tournament, so you couldn't bring variant rules to an AD&D tournament. What you do at home is your own business. (But just as constantly playing chess variants at home will hurt your performance at chess tournaments, so too would playing an AD&D variant at home hurt your performance at an AD&D tournament.)

Also note that whereas AD&D only specified the bare bones of how the system worked (the "framework"), d20 specifies a rule for absolutely everything you might want to do. With more rules, more rule lawyers thrive.

Col_Pladoh

Wednesday, 28th November, 2007, 04:09 PM

Quote:

*Originally Posted by **Numion****Didn't you write in an old Dragon article that if you modified AD&D rules at all, you were no longer playing AD&D? :confused:*

Could be. Who remembers after a couple of decades :p

It is a matter of fact, though, that I was then propmoting the RPGA and its tournaments...where the rules, as written apply. I wanted the association to grow and prosper, promote RPGing, and sponsor deserving gamers' college touition.

That said, the matter has nothing to do with rule-playing.

:D
Gary

Roland55

Friday, 30th November, 2007, 07:17 PM

Quote:

*Originally Posted by **Col_Pladoh****In truth, I had begun planning for a revised edition of the AD&D game beginning around 1983. I made notes for what I planned, and those remained with TSR when I left the company at the end of 1985.**The UA compilation contained the initial pass at some to the revisions and expansions I envisioned for the game, but I had not had time to sit down and concentrate on exactly how I would complete a revision and what it would entail.**No matter, as that is now all water under the bridge for more than two decades now, eh?*

*Cheerio,
Gary*

True, true.

I still had enormous fun playing your games in those days. For that, I and many others, thank you. :D

Col_Pladoh

Friday, 30th November, 2007, 09:05 PM

Quote:

*Originally Posted by **Roland55****True, true.**I still had enormous fun playing your games in those days. For that, I and many others, thank you. :D*

No question about it! There are still large and active audiences for OD&D and AD&D.

The C&C RPG system is gaining considerable following because it is akin to OAD&D and a vital game.

And rest assured i had a lot of fun creating and playing games of mine and others back then too...as I still do nowadays :D

Cheers,
Gary

Gentlegamer

Saturday, 1st December, 2007, 01:50 AM

Quote:

*Originally Posted by **Holy Bovine****If Gary Gygax falls in lava the lava doesn't get a saving throw.**Everyone else just dies.*

We should totally run with this in the vein of the Chuck Norris facts . . .

Col_Pladoh

Saturday, 1st December, 2007, 04:27 PM

:uhoh:

Should I be ducking?

:lol:
Gary

Silver Moon

Saturday, 1st December, 2007, 11:36 PM

Quote:

*Originally Posted by **Col_Pladoh***

No question about it! There are still large and active audiences for OD&D and AD&D.

Absolutely, my weekly AD&D group had our 25th anniversary earlier this year and is still going strong.

Quote:

*Originally Posted by **Col_Pladoh***

The C&C RPG system is gaining considerable following because it is akin to OAD&D and a vital game.

I am signed up to play at Castle Zagyg C&C game later this month that Jeff Talanian is running. Very much looking forward to it.

Quote:

*Originally Posted by **Col_Pladoh***

And rest assured i had a lot of fun creating and playing games of mine and others back then too...as I still do nowadays :D

As do I, my Boot Hill/D&D hybrid campaign (you had read the Story Hour/Campaign Journals a few years back) continues to thrive as a both a table game and also a very successful Play-by-Post campaign. I'm currently running a spin-off module in that campaign setting for my teenage daughter and several of her High School friends. I never would have even thought of the concept if you hadn't printed the crossover rules in the "Sixgun and Sorcery" section of the DMG.

Col_Pladoh

Saturday, 1st December, 2007, 11:59 PM

The first CZ module was good indeed, if I do say so myself, and the ones coming are going to be even better. The third has just been completed in next-to final draft. Two more and the first boxed set will be ready for release.

As for combination genre RPGs I have loved them since I did the Sturmgeschutz & Sorcery tabletop scenario when Hector was a pup. I do want to work up Wild West genre rules for the LA game system, as it will be easy to include the supernatural and even magic thus.

Cheers,
Gary

Gentlegamer

Sunday, 2nd December, 2007, 02:19 AM

There is no saving throw vs. Gary Gyax.

Col_Pladoh

Sunday, 2nd December, 2007, 04:33 PM

Quote:

*Originally Posted by **Gentlegamer***

There is no saving throw vs. Gary Gyax.

:]

That's a warning to all those that dare to question or criticize my work!

:lol:
Gary

Anson Caralya

Sunday, 2nd December, 2007, 10:43 PM

Isle of the Ape

Gary,

I'm thinking of running *Isle of the Ape*, and after a refresher reading, I have a few questions I thought I'd run past you. As always, my apologies if I've missed coverage of this elsewhere. And, of course, thanks for making yourself available for questions like these!

Regarding the non-functional spell list, I gather the idea was to bar instantaneous/planar travel, summoning, and divination spells, as the demi-plane is isolated from the ethereal, astral, and other planes, and, of deities, only Zagyg knows of what happens there and he's not the helpful kind. However, I think there are a few more spells that fall into these categories: conjure animals, succor, vanish, beckon (dismissal reversal), and implore (abjure reversal) pop out at me when looking through the cleric and m-u spell lists (I don't expect any druids or illusionists for the game). I'm also wondering about stone tell, given commune with nature is on the list. A really strict view of the demi-plane's isolation could even rule out extra-dimensional spells like Mordenkainen's Magnificent Mansion and maze, but given no prohibition on bags of holding and the like, I figure that's probably taking it too far. (And it's not that I'm looking to prohibit more spells; I'd just like a consistently applied rationale for whatever is prohibited in the likely event it comes up in the intro with Tenser and post-game discussions.) Also, why place invisibility to animals on the list? If it's OK to speak with, charm, and hold them through spells, why not be invisible to them? I'm guessing it's less a prohibition and more an indication of ineffectiveness against dinosaurs, but then again, the spell's description actually uses a T. Rex as an example of an affected creature. My inclination is to add conjure animals, succor, vanish, beckon, and implore to the banned list and remove invisibility to animals, but I'd certainly like to hear your thoughts.

Are there any spell restrictions on the "formless, featureless plain" setting for the climactic battle with the daemons? I'm guessing no, as this is a "neutral zone" and the daemons' tactics include use of teleport and word of recall... but then again, that leaves the PC's free to just teleport away with the Crook, which seems to skirt the "rules" Iggwilv and others are following in bringing about this confrontation in this particular way, with its particular outcomes regarding control of the Crook.

Lastly, the text of the module presents "giant carnivorous apes" as minor monsters, hounds for the Kawibusas on the peninsula and wild elsewhere, and "gargantuan apes" as Oonga and the 5 females. The random encounter and statistic summary tables inside the module's covers don't fit with this, though -- I'm assuming where the tables say "giant carnivorous apes" one should read "gargantuan apes", with the exception of the number of such apes encountered (3-8 or 2-5), which I imagine should be reduced to 1 (a random encounter of multiple gargantuan apes seems extremely tough even for level 20+ parties). Then the "carnivorous apes" of the tables can be equated to the "giant carnivorous apes" of the text. Or am I missing something somewhere?

Thanks!

Gentlegamer

Sunday, 2nd December, 2007, 11:51 PM

Gary Gyga loves Gelatinous Cubes. Especially with Cool Whip.

Orius

Monday, 3rd December, 2007, 08:31 AM

Quote:

*Originally Posted by **Gentlegamer***

There is no saving throw vs. Gary Gyga.

Seems appropriate. :)

I've been away for a while, but I've returned. I'm glad to see that Gary still seems to be alive and well. I just kind of jumped into the end of this thread, I forget where exactly I left off in the long line of "Ask Gary" threads, but I'll just go with the flow.

ghul

Monday, 3rd December, 2007, 04:10 PM

When a minotaur is forced to find its way through a hostile maze, it has to face a pole-arm bearing Gary Gyga at the end.

Joseph Elric Smith

Monday, 3rd December, 2007, 04:25 PM

Yes, and then the minotaur has to figure out which of the 25 pole arms it is
Ken

Col_Pladoh

Monday, 3rd December, 2007, 07:36 PM

Deleted duplicate post.

Col_Pladoh

Monday, 3rd December, 2007, 07:37 PM

Howdy Anson,

The short answer is:

Run the adventure as you think best.

About all I can reasonably comment on is do not make all useful spells non-functional. Invisibility to Animals is one I would allow, for sound will give away PCs if they attempt to use it for anything other than saving themselves from death.

All the rest is strictly your call.

Col_Pladoh

Monday, 3rd December, 2007, 07:39 PM

Quote:

*Originally Posted by **Gentlegamer***

Gary Gyga loves Gelatinous Cubes. Especially with Cool Whip.

Actually I prefer real whipped cream!

Cheers,
Gary

Gentlegamer

Monday, 3rd December, 2007, 11:16 PM

When the universe ends, Gary Gyga will be there, ready to play *Dungeons & Dragons* for eternity.

Anson Caralya

Tuesday, 4th December, 2007, 12:45 AM

Quote:

*Originally Posted by **Col_Pladoh***

Howdy Anson,

The short answer is:

Run the adventure as you think best.

About all I can reasonably comment on is do not make all useful spells non-functional. Invisibility to Animals is one I would allow, for sound will give away PCs if they attempt to use it for anything other than saving themselves from death.

All the rest is strictly your call.

Thanks Gary, will do.

Leontodon

Tuesday, 4th December, 2007, 10:12 AM

First of all i want to stick with many other posters here and thank you Mr. Gyga for inventing a game that is simply awesome and campaign worlds (Greyhawk) I love.

But now to my question.

As the son of a swiss immigrant do you happen to speak german or to have some ties to the german language? I just asked this myself, because as a german player one happens to find that many names in the Greyhawk setting sound very german. Additionally there's this Troll Lord Setting called "Erde" which is just the german translation of earth (for users that are not familiar with the german language).

Examples in the Greyhawk setting include: the Drachensgrab Hills, Guldenberg, Schwarzenbruin (sounds Austrian :uhoh:) and Kalstrand.

Edit: Sorry it was Aihrde, but the sound is the one of the german word.

Col_Pladoh

Tuesday, 4th December, 2007, 04:55 PM

Quote:

*Originally Posted by **Leontodon****First of all i want to stick with many other posters here and thank you Mr. Gygax for inventing a game that is simply awesome and campaign worlds (Greyhawk) I love.**But now to my question.**As the son of a swiss immigrant do you happen to speak german or to have some ties to the german language? I just asked this myself, because as a german player one happens to find that many names in the Greyhawk setting sound very german. Additionally there's this Troll Lord Setting called "Erde" which is just the german translation of earth (for users that are not familiar with the german language).**Examples in the Greyhawk setting include: the Drachensgrab Hills, Guldenberg, Schwarzenbruin (sounds Austrian :uhoh:) and Kalstrand.**Edit: Sorry it was Aihrde, but the sound is the one of the german word.*

Thank you for the compliment.

As a matter of fact when I was a little boy and lived in Chicago I would go upstairs to the flat above ours almost every evening with my father. There my Aunt Elsie and Uncle Ed Hohensee lived with my grandmother Elise Zumkher Gygax. I would sit on Mumpsy's lap and join in the conversation conducted in Switzer Deutsch. I retain a child's very limited vocabulary now.

As a teenageer here in Lake Geneva I had a German friend, a recent immigrant from what was then East Germany. He and my father used to speak in German, and he laughingly told me that father had "the worst Swiss accent" he had ever heard.

When we were in Nuremberg for the Toy Show many years ago my wife Gail and I went out for dinner, and the waitress spoke to us in German. I could barely understand what she said, but was able to make a brief translation for Gail. The waitress then spoke to her in perfect English, explaining what was on the menu, then went back to Deutsch with me :uhoh:

Of course my spelling is German is atrocious, and I am not at all sure of the proper gender articles to use.

Cheers,
Gary

gideon_thorne

Tuesday, 4th December, 2007, 05:07 PM

Quote:

*Originally Posted by **Leontodon****Additionally there's this Troll Lord Setting called "Erde" which is just the german translation of earth (for users that are not familiar with the german language).**Edit: Sorry it was Aihrde, but the sound is the one of the german word.*

The names in the Troll Lord Games Aihrde (formerly Erde) setting are easy enough to explain. Both the Chenault's who run Troll Lord Games were in the military and spent a number of years stationed, and as I recall, educated in, Germany. All that rich history in the german landscape is bound to have an influence. :)

Leontodon

Tuesday, 4th December, 2007, 08:51 PM

Thank you for your answer Mr. Gygax.
Its interesting to hear that you actually are capable of speaking german.
In diesem Sinne, alles Gute!

Concerning Aihrde and US military personnel. I always knew they own.
Im playing lacrosse here in Germany and the US Soldiers I am playing with actually start to translate the English terms of an English game into german :lol: . Great guys!

Once again thank you both for your answers!

haakon1

Wednesday, 5th December, 2007, 03:07 AM

Quote:

*Originally Posted by **Leontodon***

Im playing lacrosse here in Germany and the US Soldiers I am playing with actually start to translate the English terms of an English game into german :lol: . Great guys!

Technically lacrosse is an Iroquois and/or Ojibwe game, with a French name. Or geographically, a New York/Quebec game. :)

Sorry, but I'm supposedly (according to a crazy great uncle) very very partially descended from New York native Americans, so I must defend their honor against English cultural imperialism. Especially since we're really mostly Irish. :lol:

Leontodon

Wednesday, 5th December, 2007, 08:34 AM

I know that, but the technical terms are all in English. And modern lacrosse has not very much to do with the Indian version (the number of people getting killed during a game plunged dramatically, and there are only 20 players on the field not some hundred to provide some differences :cool:).

So clearly technical terms like cut, stick, pick and so on are English nowadays.

As to the french part of it, yes its name was invented by a french missionary and I think many Quebecoise play it and maybe have their own technical terms like most french speakers always seem to have their own terms.

I would be hesitant to refer to lacrosse as being some part of English imperialism, there were just europeans who thought it would be funny and as far as I know native Indian players are highly respected in this sport and have own teams (Irokese are one example).

haakon1

Wednesday, 5th December, 2007, 04:27 PM

Quote:

*Originally Posted by **Leontodon***

I know that, but the technical terms are all in English. And modern lacrosse has not very much to do with the Indian version (the number of people getting killed during a game plunged dramatically, and there are only 20 players on the field not some hundred to provide some differences).

The English are always dumbing things down. If you ever go to England, check out what they've done to (Asian) Indian food, and Chinese food for that matter, adding peas everywhere! :)

Quote:

*Originally Posted by **Leontodon***

So clearly technical terms like cut, stick, pick and so on are English nowadays.

Nod. I was just attempting some dry humor.

Quote:

*Originally Posted by **Leontodon***

I would be hesitant to refer to lacrosse as being some part of English imperialism, there were just europeans who thought it would be funny and as far as I know native Indian players are highly respected in this sport and have own teams (Irokese are one example).

Yes, I've heard in international competitions the Iroquois compete as a national team, against Canada, the US, etc. That's pretty cool.

Col_Pladoh

Wednesday, 5th December, 2007, 04:32 PM

This is all sounding like a doublecross to me... :p

Cheerio,
Gary

Leontodon

Wednesday, 5th December, 2007, 08:00 PM

Sorry for not getting the humor. As a not-native-speaker of English such things sometimes completely fail to work with me (should have seen it because of your smiley). :)

Col_Pladoh

Wednesday, 5th December, 2007, 10:19 PM

Quote:

*Originally Posted by **Leontodon***

Sorry for not getting the humor. As a not-native-speaker of English such things sometimes completely fail to work with me (should have seen it because of your smiley). :)

No comment on German humor from me, no... :uhoh:

Seriously, two posters exchanging comments on the game of *la r l s* elicited the pun, doublecross.

And now I must repeat the old saw about the difference between Heaven and Hell:

In Heaven...
The Germans schedule events,
The British greet you.
The French cook.
The Italians entertain.

In Hell...
The Italians schedule events,
The French greet you.
The British cook.
The Germans entertain.

Likely most Americans can't tell the difference between the two either...

:lol:
Gary

Leontodon

Wednesday, 5th December, 2007, 11:06 PM

Oh I got your pun Mr. Gygax my post was aimed at my fellow boardmember. But I have to admit mylast post was very obscure and you both had smileys. As for german humor, I think its great, besides the fact that 95% of our comedians are crappy and rely solely on vulgarities :mad: .

Col_Pladoh

Wednesday, 5th December, 2007, 11:19 PM

Quote:

*Originally Posted by **Leontodon***

Oh I got your pun Mr. Gygax my post was aimed at my fellow boardmember. But I have to admit mylast post was very obscure and you both had smileys. As for german humor, I think its great, besides the fact that 95% of our comedians are crappy and rely solely on vulgarities :mad: .

You mean Lenny Bruce and Benny Hill were German?

:eek:
Gary

SuStel

Wednesday, 5th December, 2007, 11:21 PM

Quote:

*Originally Posted by **Col_Pladoh***

This is all sounding like a doublecross to me... :p

You figure you're gonna net yourself some laughs that way?

Col_Pladoh

Wednesday, 5th December, 2007, 11:41 PM

Quote:

*Originally Posted by **SuStel***

You figure you're gonna net yourself some laughs that way?

Groaning, sour faces, and a gnashig of teeth are the more desirable results of punting forth a pun :lol:

Cheerio,
Gary

grodog

Thursday, 6th December, 2007, 03:27 AM

Hi Gary---

While reading up on some of the gates to other worlds you mentioned in the DMG (Vance's Planet of Adventure, et al), I popped to the sample adventure on a lark, and re-read the following:

Quote:

*Originally Posted by **EGG in 1e DMG page 96 under The First Dungeon Adventure***

Before you are three maps: a large-scale map which shows the village and the surrounding territory, including the fen and monastery, the secret entrance/exit from the place, and lairs of any monsters who happen to dwell in the area; at hand also is a small-scale (1 square to 10' might be in order) map of the ruined monastery which shows building interiors, insets for upper levels, and a numbered key for descriptions and encounters; lastly, you have the small scale map of the storage chambers and crypts beneath the upper works of the place (refer to the section, THE CAMPAIGN), likewise keyed by numbers for descriptions and encounters. Sa no matter what action the party decides upon, you have the wherewithal to handle the situation. When they come to the area shown on the second

map, the one depicting the monastery complex, you set aside map one, and begin a more detailed narrative of what they "see", possibly referring to the number key from time to time as they explore the place.

The DMG only contains the monastery map, and not the village/wilderness map or the upper works map of the ruined monastery.

Do you recall if the two missing maps were ever drafted and were simply dropped from the DMG for space considerations, or were not completed in time to be published, or what otherwise happened to them? Was this map created specially for the DMG or was it set in Greyhawk or Kalibruhn or elsewhere, back in the day?

The fire opal monastery has always been a favorite of mine. Many many moons ago, I created my own second level of caverns to the dungeons level (at <http://www.greyhawkonline.com/grodog...ry-Caverns.pdf> in case anyone's curious), and I changed the background of the monastery to tie it to the then-as-yet-unpublished T2 ;)

I hope the winter's not treating you too badly up there?

grodog

Thursday, 6th December, 2007, 03:50 AM

Facebook?

Hi Gary---

Just to confirm, is this you, by chance? I didn't pay a lot of attention to the desc when I signed on, and on a second, closer read, it sure doesn't sound like how you'd describe yourself.... Anyway, I've been informed it may not be you, and figured I should check:

<http://www.facebook.com/profile.php?id=595431386>

Thanks!

Fifth Element

Thursday, 6th December, 2007, 03:51 AM

Quote:

*Originally Posted by **haakon1***

The English are always dumbing things down. If you ever go to England, check out what they've done to (Asian) Indian food, and Chinese food for that matter, adding peas everywhere!

It wasn't the English that developed the English terms for lacrosse. It was the Canadians. Lacrosse is Canada's national summer sport. But you knew that, right?

gideon_thorne

Thursday, 6th December, 2007, 03:53 AM

Quote:

*Originally Posted by **grodog***

Hi Gary---

Just to confirm, is this you, by chance? I didn't pay a lot of attention to the desc when I signed on, and on a second, closer read, it sure doesn't sound like how you'd describe yourself.... Anyway, I've been informed it may not be you, and figured I should check:

<http://www.facebook.com/profile.php?id=595431386>

Thanks!

I wouldn't think so, since its listed him in Chicago IL. I wonder if its like the Myspace page Gary didn't know he had? ^_~`

Orius

Thursday, 6th December, 2007, 05:49 AM

Quote:

*Originally Posted by **Col_Pladoh***

In Hell...

The Italians schedule events,

The French greet you.

The British cook.

The Germans entertain.

Ooh, that sounds bad. What's so bad about Italian scheduling anyway? I got the rest of it.

Anyway Gary, there's been something I've been meaning to ask you for a while. What's your opinion on killer DMs? These are the types of DMs that go out of their way to set up scenarios for the sole purpose of killing off as many PCs as possible, and get their fun out gaming this way. People have accused you of killer-DMing in the past for stuff like no saving throws but you seem to actually want your players to have fun in the game, so I'm not going to accuse you it.

SuStel

Thursday, 6th December, 2007, 01:42 PM

Quote:

Originally Posted by **Col_Pladoh**

Grooaning, sour faces, and a gnashig of teeth are the more desirable results of punting forth a pun :lol:

Well, my goal here has always been to entertain your fans. That's why I thought I'd kick things off with laughs.

Fifth Element

Thursday, 6th December, 2007, 03:02 PM

Quote:

Originally Posted by **gideon_thorne**

I wouldn't think so, since its listed him in Chicago IL. I wonder if its like the Myspace page Gary didn't know he had? ^_~`

Also seems unlikely if you look at who this person's friends are.

All times are GMT +1. The time now is 04:00 PM.

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Gary Gygax Q&A: Part XIII

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Col_Pladoh

Thursday, 6th December, 2007, 05:06 PM

Quote:

Originally Posted by **grodog**

Hi Gary---

While reading up on some of the gates to other worlds you mentioned in the DMG (Vance's Planet of Adventure, et al), I popped to the sample adventure on a lark, and re-read the following:

The DMG only contains the monastery map, and not the village/wilderness map or the upper works map of the ruined monastery.

Do you recall if the two missing maps were ever drafted and were simply dropped from the DMG for space considerations, or were not completed in time to be published, or what otherwise happened to them? Was this map created specially for the DMG or was it set in Greyhawk or Kalibruhn or elsewhere, back in the day?

The fire opal monastery has always been a favorite of mine. Many many moons ago, I created my own second level of caverns to the dungeons level (at <http://www.greyhawkonline.com/grodog...ry-Caverns.pdf> in case anyone's curious), and I changed the background of the monastery to tie it to the then-as-yet-unpublished T2 ;)

I hope the winter's not treating you too badly up there?

Ciao Alan,

I created the three maps strictly for examples in the DMG. What became of the two that were dropped is beyond my ken. As I never had reason to refer to that portion of the work the omission was unknown to me until you brought it up :)

After seeing your interesting looking map, I wish I could recall what the two lost maps had on them, but my mind is a complete blank in that regard. Likely the press of creating the DMG material was such that details of that sort were wiped from memory quickly to make room for the next portion being devised.

Cheers,
Gary

Col_Pladoh

Thursday, 6th December, 2007, 05:10 PM

Quote:

Originally Posted by **grodog**

Hi Gary---

Just to confirm, is this you, by chance? I didn't pay a lot of attention to the desc when I signed on, and on a second, closer read, it sure doesn't sound like how you'd describe yourself.... Anyway, I've been informed it may not be you, and figured I should check:

<http://www.facebook.com/profile.php?id=595431386>

Thanks!

Thanks,

This impostature was called to my attention two days ago.

Yesterday I emailed Facebok and inquired what they could do to rectify the matter...such as expurgating the enrty and banning the perp from the website.

So far I have not received a response.

Cheerio,
Gary

Col_Pladoh

Thursday, 6th December, 2007, 05:12 PM

Quote:

Originally Posted by **Fifth Element**

It wasn't the English that developed the English terms for lacrosse. It was the Canadians. Lacrosse is Canada's national summer sport. But you knew that, right?

You don't mean that the terminology wasn't devised in LaCrosse, Wisconsin?

Cheers,
Gary

Col_Pladoh

Thursday, 6th December, 2007, 05:15 PM

Quote:

*Originally Posted by **gideon_thorne***

I wouldn't think so, since its listed him in Chicago IL. I wonder if its like the Myspace page Gary didn't know he had? ^_~`

Just so, Peter :mad:

Cheerio,
Gary

Col_Pladoh

Thursday, 6th December, 2007, 05:31 PM

Quote:

*Originally Posted by **Orius***

Ooh, that sounds bad. What's so bad about Italian scheduling anyway? I got the rest of it.

:lol:

When I was in Modena the great folks that sponsored the convention there insisted on giving son Alex and I ride to the Bologna airport where we were to get our flight to Paris, be met by Francois Froideval, and spend a week with him. Guess who missed the flight...

On the subject, though, I would prefer Heaven with the Italians cooking--my favorite cuisine, then Chinese, then French (traditional and provincial only).

Quote:

Anyway Gary, there's been something I've been meaning to ask you for a while. What's your opinion on killer DMs? These are the types of DMs that go out of their way to set up scenarios for the sole purpose of killing off as many PCs as possible, and get thier fun out gaming this way. People have accused you of killer-DMing in the past for stuff like no saving throws but you seem to actually want your players to have fun in the game, so i'm not going to accuse you it.

Some pinheads seem to believe they are made more important by attacking me.

Very few of the regulars in my campaigns have lost their characters ater the initial stages of building them. Those that did have them slain had either vary bad luck or else played foolishly. I am very generous in regards to mitigating a run of bad luck when play has been solid. I must point out that I have lost several of my better PCs, used wishes and spells to have them restored to life, and I have not boo-hoed about the DM that was managing the adventures in which that occurred.

Surely those that whine about my killer dungeons--other that *Tomb of Horrors* which is supposed to be just that--are inept players that failed to use caution and forethought when playing and this looked foolish as they lost their PCs.

Adventures lacking the sense of danger brought on by actual risk of character loss are not worthy of playing. Those that enjoy them are true munchkins regardless of time spent RPGing. Rather than bawl about my DMing they should be playing a children's boardgame...and cheating so as to assure a win. :mad:

:lol:
Gary

Col_Pladoh

Thursday, 6th December, 2007, 05:33 PM

Quote:

*Originally Posted by **SuStel***

Well, my goal here has always been to entertain your fans. That's why I thought I'd kick things off with laughs.

Who doesn't welcome a straight man? :D

Ciao,
Gary

Col_Pladoh

Thursday, 6th December, 2007, 05:36 PM

Quote:

*Originally Posted by **Fifth Element***

Also seems unlikely if you look at who this person's friends are.

That I can not do, as I do not desire to be a member of the Facebook website.

Cheerio,
Gary

palleomortis

Thursday, 6th December, 2007, 06:17 PM

Not sure if this has been asked before, but have you ever taken much flack for being tied so heavily to a game that so many consider to be "evil"?

Col_Pladoh

Thursday, 6th December, 2007, 06:34 PM

Quote:

*Originally Posted by **palleomortis***

Not sure if this has been asked before, but have you ever taken much flack for being tied so heavily to a game that so many consider to be "evil"?

:eek: :lol: :eek:

Back in the mid-80s when the media was exploiting the "dangers" of the D&D game for sensationalist reasons, there were a number of crackpots that sent me death threats by mail.

That's is some flack indeed.

Thomas Rideki and Patricia Pulling also sought to exploit the unfounded fears of the "dangers" of D&D gaming by making money attacking it, and that some were duped by them didn't help.

Cheers,
Gary

Gray Mouser

Thursday, 6th December, 2007, 06:42 PM

Gargoyles

Colonel, long time no see. It's good to see that you retain your internet presence for your fans! :)

I was wondering if you could share your thoughts on the 1ed gargoyle. Specifically, the MM mentions that gargoyles are monsters "of a magical nature," which I take to refer to both the need for a magical weapon to strike them as well as their nature *per se*, namely that they way they came in to existence involved some sort of magic. Is this correct?

Also, I have long wondered whether or not you meant them to be magically animated gargoyles such as those found in church architecture or simply gave them their name because of a certain physical similarity they shared with those stone-carved grotesques.

Gray Mouser

Col_Pladoh

Thursday, 6th December, 2007, 10:23 PM

Quote:

*Originally Posted by **Gray Mouser***

Colonel, long time no see. It's good to see that you retain your internet presence for your fans! :)

I enjoy the virtual fellowship :D

Quote:

*I was wondering if you could share your thoughts on the 1ed gargoyle. Specifically, the MM mentions that gargoyles are monsters "of a magical nature," which I take to refer to both the need for a magical weapon to strike them as well as their nature *per se*, namely that they way they came in to existence involved some sort of magic. Is this correct?*

Yes on both counts.

Quote:

Also, I have long wondered whether or not you meant them to be magically animated gargoyles such as those found in church architecture or simply gave them their name because of a certain physical similarity they shared with those stone-carved grotesques.

Gray Mouser

Actually I envisioned gargoyles as a species of monsters hailing from another material plane. That is the place from whence they were summoned, and some escaped to dwell on the PMP, inspired the sculptured stone likenesses of them. Their plane is one to which various other

grotesques are native. These include winged humanoids and non-flying species of gargoyle.

Never guess that there was a corner restaurant named *The Gargoyle, Royal Steak House, Paul Junker*, about two blocks from where I grew up here in Lake Geneva. Not only was its slantwise sign on fieldstone pollers above the pool in which the gargoyle fountain spat its watery stream, but in the gardens to the rear there was a goldfish pond with an arched bridge spanning it and three miniature castles of great complexity constructed with stone blocks of around 00 scale. The rathskeller was just great, and the early GenCon banquets were held downstairs in it.

Cheers,
Gary

Tewligan

Thursday, 6th December, 2007, 10:28 PM

Mind flayers and psionics

Hello again, Gary. I had a question as to how/if you used mind flayers or other psionic beasts in your game. I seem to recall that you yourself weren't a fan of the psionics rules, so I'm assuming (possibly wrongly) that you didn't use them in your own games. If you ever used mind flayers in your campaign, how did you run them? Did you use the psionics rules for them and only them? Ignore psionics entirely? Make some other quick-n-dirty rulings to represent their superbrains? I may use mind flayers myself if I ever get the chance to run a 1e game again, and I don't want to mess around with the psionics rules if I can avoid it!

Col_Pladoh

Thursday, 6th December, 2007, 10:57 PM

Quote:

*Originally Posted by **Tewligan***

Hello again, Gary. I had a question as to how/if you used mind flayers or other psionic beasts in your game. I seem to recall that you yourself weren't a fan of the psionics rules, so I'm assuming (possibly wrongly) that you didn't use them in your own games. If you ever used mind flayers in your campaign, how did you run them? Did you use the psionics rules for them and only them? Ignore psionics entirely? Make some other quick-n-dirty rulings to represent their superbrains? I may use mind flayers myself if I ever get the chance to run a 1e game again, and I don't want to mess around with the psionics rules if I can avoid it!

Ah yes, Illithids were indeed found in my campaign. They delivered a mind blast to one target subject, it causing damage without inclusion of psionic element, A stunned victim would then be struck by the brain-devouring tentacles. :eek:

Cheers,
Gary

Tewligan

Thursday, 6th December, 2007, 11:05 PM

Ah, nice and tidy (well, rules-wise, anyway...)! Thanks for the quick reply, good sir!

Gray Mouser

Thursday, 6th December, 2007, 11:10 PM

Quote:

*Originally Posted by **Col_Pladoh***

Actually I envisioned gargoyles as a species of monsters hailing from another material plane. That is the place from whence they were summoned, and some escaped to dwell on the PMP, inspired the sculptured stone likenesses of them. Their plane is one to which various other grotesques are native. These include winged humanoids and non-flying species of gargoyle.

Sounds interesting. I presume the non-flying gargoyles you refer to are the aquatic variety (kapoacanth) as well as the margoyle?

Speaking of alternate material planes, did you ever envision anything like the Seely and Unseely Courts being part of your personal campaign? (I have tossed the idea around of including such realms in my own campaign but haven't really gotten beyond some very rough ideas on the matter.)

Quote:

*Never guess that there was a corner restaurant named *The Gargoyle, Royal Steak House, Paul Junker*, about two blocks from where I grew up here in Lake Geneva. Not only was its slantwise sign on fieldstone pollers above the pool in which the gargoyle fountain spat its watery stream, but in the gardens to the rear there was a goldfish pond with an arched bridge spanning it and three miniature castles of great complexity constructed with stone blocks of around 00 scale. The rathskeller was just great, and the early GenCon banquets were held downstairs in it.*

*Cheers,
Gary*

Sounds like a great place. Maybe if the festivities after the LGGC gets too big for your porch in the future you could have an Ali-like return to The Gargoyle's depths :)

Gray Mouser

grodog

Thursday, 6th December, 2007, 11:14 PM

Quote:

*Originally Posted by **Col_Pladoh***

I created the three maps strictly for examples in the DMG. What became of the two that were dropped is beyond my ken. As I never had reason

to refer to that portion of the work the omission was unknown to me until you brought it up :\

Oh well. I wonder if anyone else involved in the production of the DMG would recall; I assume Dave Sutherland laid out the DMG, Gary??

Quote:

Originally Posted by **Col_Pladoh**

After seeing your interesting looking map, I wish I could recall what the two lost maps had on them, but my mind is a complete blank in that regard.

"Interesting looking" is awfully kind to that rough map, Gary---"crude" would likely be a bit more accurate ;) Other than the descriptions in paragraph I quoted in DMG above, I don't know of any other descriptions of the maps. I'll go back to the DMG previews/reviews/errata in the The Dragon to see if there were any comments made therein, too.

Quote:

Originally Posted by **Col_Pladoh**

Likely the press of creating the DMG material was such that details of that sort were wiped from memory quickly to make room for the next portion being devised.

That makes perfect sense. It's not like you were bored in 1979 or anything ;)

Thanks, as always, for the prompt replies :D

Col_Pladoh

Thursday, 6th December, 2007, 11:17 PM

Quote:

Originally Posted by **Tewligan**

Ah, nice and tidy (well, rules-wise, anyway...)! Thanks for the quick reply, good sir!

Thanks. That enabled avoidance of the clunky, grafted on psionics mechanics I was talked into adding to the AD&D game.

FWIW, I now have mental powers that are congruous with the whole of the Lejendary Adventure RPG system, they being gained through selection of Psychogenics Ability. They can be used by any Avatar without causing problems of functioning or game balance.

Cheerio,
Gary

Col_Pladoh

Thursday, 6th December, 2007, 11:20 PM

Ahoy Grodog!

Likely Sutherland and Mike Carr were the ones that did the layout and editing for the DMG. Mike is still around, so check with him.

I meant that about your map...oddly enough it resembles many of my hand-drawn ones :lol:

Cheerio,
Gary (ready to kick back after a long day)

gideon_thorne

Thursday, 6th December, 2007, 11:55 PM

Quote:

Originally Posted by **Col_Pladoh**

*Cheerio,
Gary (ready to kick back after a long day)*

Amen to that brother. Mick and I have the same thought after a very long and cold morning, this morning, working as extras in a historical flick. :lol:

FATDRAGONGAMES

Friday, 7th December, 2007, 01:55 AM

Quote:

Originally Posted by **Col_Pladoh**

Thanks. That enabled avoidance of the clunky, grafted on psionics mechanics I was talked into adding to the AD&D game.

FWIW, I now have mental powers that are congruous with the whole of the Lejendary Adventure RPG system, they being gained through selection of Psychogenics Ability. They can be used by any Avatar without causing problems of functioning or game balance.

Cheerio,
Gary

Hey Gary-

I seem to remember reading somewhere that a revised edition of Legendary Adventure is in the works-any idea when we'll see this?

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Orius

Friday, 7th December, 2007, 07:40 AM

Quote:

Originally Posted by Col_Pladoh

Very few of the regulars in my campaigns have lost their characters ater the initial stages of building them. Those that did have them slain had either vary bad luck or else played foolishly. I am very generous in regards to mitigating a run of bad luck when play has been solid. I must point out that I have lost several of my better PCs, used wishes and spells to have them restored to life, and I have not boo-hooed about the DM that was managing the adventures in which that occurred.

That's typical of many campaigns. Sometimes the dice are unforgiving, and a lot of DMs might fudge if they're feeling generous, but I've never pulled punches when my players charged in carelessly and fell victim to their opponents. Very few monsters with an appreciable Intelligence score will act like cannon fodder.

Quote:

Surely those that whine about my killer dungeons--other that Tomb of Horrors which is supposed to be just that--are inept players that failed to use caution and forethought when playing and this looked foolish as they lost their PCs.

Yeah, *Tomb of Horrors* does get a lot of accusations of killer DMing. I suspect a lot of the really nasty traps in that dungeon were tailored towards the tactics your players favored. Naturally, a group of players that approach dungeon exploration differently -- though not necessarily in a rash or foolhardy manner -- might find it very disconcerting.

But otherwise, players who do act foolishly will lose the occasional PC; most good DMs don't seem to go easy on players who should know better. Some might go easier on newbies because of their inexperience though.

Though my original question still stands; what's your thought on DMs who go out of their way to kill off PCs because they enjoy doing so; not because the players are playing carelessly.

JohnRTroy

Friday, 7th December, 2007, 01:28 PM

Hi Gary,

I had a question, which the answer would benefit the members of ENWorld, so I'll ask it here.

With 4e potentially removing the "schools" of magic, I had a question. In 1e you established for spells the "school"--alteration, abjuration, conjuring/summoning, etc. The schools were interesting but in terms of the game, they never really seemed to be more than flavor text--outside of what detect magic would detect. In *Unearthed Arcana*, you started indicating what auras surrounded the new magic items, and you started mixing the schools a bit. (In the PHB there were 9 schools--mostly 8 and 1 called possession, in UA you started mixing elements of the two for certain spells).

Now, after you left, Wizards decided to do something with this classification--the Illusionist spell list was merged, some spells redefined and a few added, --possession being removed and "universal" being added for critical things like read magic. And then there were 8 "specialist" wizards, 1 for each school, so you had Enchanters and Evokers and Transmutists who were restricted to opposing schools.

But what was your original intent for the schools. Were you planning something in the expansion to deal with these classifications? Maybe something involving spell creation or negation or specialization? Schools in 1e didn't really have that much effect on the game, so I was wondering if you had any master plan for it that never saw the light of day.

Col_Pladoh

Friday, 7th December, 2007, 04:59 PM

Quote:

Originally Posted by gideon_thorne

Amen to that brother. Mick and I have the same thought after a very long and cold morning, this morning, working as extras in a historical flick.
:lol:

Then it should be mulled wine or flip before a cheery fire in a fireplace as you turn your back to the blaze and list the tails of your uniform coat
:lol:

Cheerio,
Gary

Col_Pladoh

Friday, 7th December, 2007, 05:06 PM

Quote:

Originally Posted by **FATDRAGONGAMES**

Hey Gary-

I seem to remember reading somewhere that a revised edition of Lejendary Adventure is in the works-any idea when we'll see this?

Heh,

The Trolls were planning the release of the Revised Edition of the La game early next year I believe. However, as I have just recently made a pass at converting LA Avatars into Class and Level-type characters for use in a D20 system or in the LA one, there might be a bit of a delay, as I think this will be something that they will want to add to the work.

Here is the URL where you can get a look at my first pass at the conversion: <http://www.enworld.org/showthread.php?t=210404&page=2>

I have revised and expanded the treatment considerably now.

Cheers,
Gary

Col_Pladoh

Friday, 7th December, 2007, 05:13 PM

Quote:

Originally Posted by **Orius**

...

Though my original question still stands; what's your thought on DMs who go out of their way to kill off PCs because they enjoy doing so; not because the players are playing carelessly.

That sort of person is not worthy of being a Game Master of any sort. The GM is there to entertain and bring enjoyment to the player group, thus being entertained and enjoying himself likewise. Someone that finds pleasure in making others unhappy is a sad case indeed. That kind of GM should be kept alone to lurk in online MMP games to ambust newb's characters as they enter the setting :]

Cheers,
Gary

Col_Pladoh

Friday, 7th December, 2007, 05:22 PM

Quote:

Originally Posted by **JohnRTroy**

Hi Gary,

I had a question, which the answer would benefit the members of ENWorld, so I'll ask it here.

With 4e potentially removing the "schools" of magic, I had a question. In 1e you established for spells the "school"--alteration, abjuration, conjuring/summoning, etc. The schools were interesting but in terms of the game, they never really seemed to be more than flavor text--outside of what detect magic would detect. In Unearthed Arcana, you started indicating what auras surrounded the new magic items, and you started mixing the schools a bit. (In the PHB there were 9 schools--mostly 8 and 1 called possession, in UA you started mixing elements of the two for certain spells).

Now, after you left, Wizards decided to do something with this classification--the Illusionist spell list was merged, some spells redefined and a few added, --possession being removed and "universal" being added for critical things like read magic. And then there were 8 "specialist" wizards, 1 for each school, so you had Enchanters and Evokers and Transmutists who were restricted to opposing schools.

But what was your original intent for the schools. Were you planning something in the expansion to deal with these classifications? Maybe something involving spell creation or negation or specialization? Schools in 1e didn't really have that much effect on the game, so I was wondering if you had any master plan for it that never saw the light of day.

Howdy JRT!

Yes, I did intend to have schools of magic based on the types of spells as you note above. The m-u would begin with one specialization, but at various points along the level progression ladder he could opt to add a new field or intensify his capacity in the original one. This was meant to make m-us interesting beyond the point where they could use 9th level spells, any diversion from specialization delaying the advanced spell level possession but adding new lower level spells of a new school.

No, I never began to work out the tables for such school of magic progression. They would depend in part on how I prolonged the progression of the other classes of characters.

I did employ some of the thinking behind this concept in the *DJ Mythus* magic system.

Ciao,
Gary

Brace Cormaeril

Friday, 7th December, 2007, 05:27 PM

Mr. Gygax, I just wanted to say hello. As a kid, playing 1e, my Dm and we players would've never believed that, 20 years later, there would be a place called the Interweb where you could actually say hello to Gary Gygax.

So, hello, Gary Gygax. You rock.

FATDRAGONGAMES

Friday, 7th December, 2007, 05:51 PM

Quote:

Originally Posted by **Col_Pladoh**

Heh,

The Trolls were planning the release of the Revised Edition of the LA game early next year I believe. However, as I have just recently made a pass at converting LA Avatars into Class and Level-type characters for use in a D20 system or in the LA one, there might be a bit of a delay, as I think this will be something that they will want to add to the work.

Here is the URL where you can get a look at my first pass at the conversion: <http://www.enworld.org/showthread.php?t=210404&page=2>

I have revised and expanded the treatment considerably now.

Cheers,
Gary

Thanks for the update Gary!

Col_Pladoh

Friday, 7th December, 2007, 05:52 PM

Quote:

Originally Posted by **Brace Cormaeril**

Mr. Gygax, I just wanted to say hello. As a kid, playing 1e, my Dm and we players would've never believed that, 20 years later, there would be a place called the Interweb where you could actually say hello to Gary Gygax.

So, hello, Gary Gygax. You rock.

Thanks for the good words :)

It is my pleasure to be here exchanging posts with fellow gamers after nearly 50 years of being a hobby gamer. I started with The Avalon Hill Company game *Gettysburgh* in the late winter of 1959, so I count from 1960 on as the time I have been a gaming buff. That ignores chess which I played since 1945, avidly from 1952 on until I discovered board wargames.

Cheers,
gary

Col_Pladoh

Friday, 7th December, 2007, 06:00 PM

Quote:

Originally Posted by **FATDRAGONGAMES**

Thanks for the update Gary!

Welcome :D

Likely in a week or so I'll be posting the final draft of the conversion system on the Trolls' website, at Dragonsfoot, and on www.lejendary.com

Cheers,
Gary

JamesM

Friday, 7th December, 2007, 07:43 PM

Gary,

This is a rules question related to OD&D, so you may not remember the precise details. Nevertheless, I thought I'd ask. I've come across a couple of mentions recently that assert that, originally, hit dice were not strictly cumulative but were re-rolled each level with that levels appropriate number of dice and the final result taken as the new hit point total for that level *only if it exceeded that of the previous level*. So, if a 3rd level fighter has 14 hit points, when he reaches 4th level, his player rolls 4d6 (back when all classes had the same hit dice) and, if he rolls 14 or less, he gains no new hit points that level, whereas if he rolls 15 or higher, that's the new hit point total.

Is that correct? I no longer have ready access to my OD&D books, so I can't check to be sure. Does this sound familiar or is it based on a misreading of the original books?

Thanks!

Col_Pladoh

Friday, 7th December, 2007, 09:49 PM

Quote:

Originally Posted by **JamesM**

Gary,

This is a rules question related to OD&D, so you may not remember the precise details. Nevertheless, I thought I'd ask. I've come across a couple of mentions recently that assert that, originally, hit dice were not strictly cumulative but were re-rolled each level with that levels appropriate number of dice and the final result taken as the new hit point total for that level only if it exceeded that of the previous level. So, if a 3rd level fighter has 14 hit points, when he reaches 4th level, his player rolls 4d6 (back when all classes had the same hit dice) and, if he rolls 14 or less, he gains no new hit points that level, whereas if he rolls 15 or higher, that's the new hit point total.

Is that correct? I no longer have ready access to my OD&D books, so I can't check to be sure. Does this sound familiar or is it based on a misreading of the original books?

Thanks!

;))

Short answer here:

I never used re-rolls in my campaign, nor did I ever play with a Dm that used that device. What is rolled upon gaining a level is what remains ever thus, unless there is magical alteration or divine intervention.

Cheerio,
Gary

JamesM

Friday, 7th December, 2007, 09:54 PM

Quote:

Originally Posted by **Col_Pladoh**

;))

I never used re-rolls in my campaign, nor did I ever play with a Dm that used that device. What is rolled upon gaining a level is what remains ever thus, unless there is magical alteration or divine intervention.

Ah, excellent. Thank you. I asked only because I'd run across several discussions lately where the OD&D rules were interpreted thusly, primarily because it was claimed the original text was unclear and because Phil Barker's *Empire of the Petal Throne*, whose rules obviously owed a lot to OD&D, handled hit dice in such a fashion.

Thanks.

Col_Pladoh

Friday, 7th December, 2007, 10:22 PM

Hello JamesM,

My pleasure to have been of service.

You are correct, Phil Barker based his EPT game rules on those of OD&D.

Cheerio,
Gary

grodog

Saturday, 8th December, 2007, 02:36 AM

Quote:

Originally Posted by **Col_Pladoh**

Likely Sutherland and Mike Carr were the ones that did the layout and editing for the DMG. Mike is still around, so check with him.

I'll do that, and let you know what I find out.

Quote:

Originally Posted by **Col_Pladoh**

I meant that about your map...oddly enough it resembles many of my hand-drawn ones :lol:

beams :D

Quote:

Originally Posted by **Col_Pladoh**

Gary (ready to kick back after a long day)

I hear you there. Have a great weekend, and don't get snowed/iced in!

haakon1

Saturday, 8th December, 2007, 05:26 AM

Quote:

*Originally Posted by **Fifth Element***

It wasn't the English that developed the English terms for lacrosse. It was the Canadians. Lacrosse is Canada's national summer sport. But you knew that, right?

New Yorkers like to think it's a New York game, since we have half the Iroquois.

But having looked up the history of the Brine company, I discover that until the 1950s the only mass manufacturer of lacrosse sticks was on the Quebec side of the St. Regis reservation, so Canada wins. Woo-hoo!

Orius

Saturday, 8th December, 2007, 06:38 AM

Quote:

*Originally Posted by **Col_Pladoh***

That sort of person is not worthy of being a Game Master of any sort. The GM is there to entertain and bring enjoyment to the player group, thus being entertained and enjoying himself likewise. Someone that finds pleasure in making others unhappy is a sad case indeed. That kind of GM should be left alone to lurk in online MMP games to ambush newbies' characters as they enter the setting :]

*Cheers,
Gary*

That would give me one less reason to play WoW. Actaully, that IS one of the reasons I don't play it. :D That's one of the aspects of MMOs I don't like.

haakon1

Saturday, 8th December, 2007, 08:01 AM

Hi Gary -- I have would like to access your encyclopedic knowledge of fantasy for a query on silver.

That is, what would the magical uses of silver be? In particular, I'm thinking of the material component for Protection from Evil 10' Radius (sprinkled in the appropriate way) and anti-werewolf material. Anything else come to mind?

I'm trying to think of a good reason my villain is interested in a secret silver mine/making silver weapons.

It helps if you figure out the plot before you begin the adventure . . . but the PC's weren't supposed to find this anyhow!

Col_Pladoh

Saturday, 8th December, 2007, 03:38 PM

Quote:

*Originally Posted by **Orius***

That would give me one less reason to play WoW. Actaully, that IS one of the reasons I don't play it. :D That's one of the aspects of MMOs I don't like.

Well,if played as writtem, *Paranoia* and CoC fall into that category as well. There a "good" GM is ahead if he is a sadist and his player group masochistic :lol:

Cheers,
Gary

Col_Pladoh

Saturday, 8th December, 2007, 03:42 PM

Quote:

*Originally Posted by **haakon1***

Hi Gary -- I have would like to access your encyclopedic knowledge of fantasy for a query on silver.

That is, what would the magical uses of silver be? In particular, I'm thinking of the material component for Protection from Evil 10' Radius (sprinkled in the appropriate way) and anti-werewolf material. Anything else come to mind?

I'm trying to think of a good reason my villain is interested in a secret silver mine/making silver weapons.

It helps if you figure out the plot before you begin the adventure . . . but the PC's weren't supposed to find this anyhow!

You are spot on. In folklore, silver is indeed valued for its proctetive qualities against evil. The use of silver against were-creatures is an example of how it an an inimical metal to creatures of evil, just as cold iron is reputed to be inimical to denizens of the Fairy realm.

Cheerio,

Gary

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Gary Gygax Q&A: Part XIII

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Gentlegamer

Saturday, 8th December, 2007, 09:53 PM

In *Dungeons & Dragons*, there is no metal that will protect you from Gary Gygax.

Col_Pladoh

Sunday, 9th December, 2007, 04:22 PM

Quote:

*Originally Posted by **Gentlegamer****In *Dungeons & Dragons*, there is no metal that will protect you from Gary Gygax.*

Ah but...

...that tests the participants mettle :lol:

Cheers,
Gary

SuStel

Sunday, 9th December, 2007, 06:27 PM

Quote:

*Originally Posted by **Col_Pladoh****Ah but...**...that tests the participants mettle :lol:**Cheers,*
Gary

Ouch! Please alloy my fears and take that back ferrous. Ore are you too vein?

Col_Pladoh

Sunday, 9th December, 2007, 06:44 PM

Quote:

*Originally Posted by **SuStel****Ouch! Please alloy my fears and take that back ferrous. Ore are you too vein?*

You tinhorn! That took a lot of brass.

Put some iron in your backbone and steel yourself for more golden puns. I might be a bit rusty, but there is a mine of them just waiting to be dug up, refined, forged into shape, polished, and spun forth here.

I'll leave off here so as to offer plenty of similar elements so you can as-say them.

Cheers,
Gary

Filcher

Sunday, 9th December, 2007, 09:28 PM

Gary,

Thanks for all the years of joy. The world is a better place for your creation.

Of all the Trolls' upcoming releases, which are you most proud of/excited to see released?

Col_Pladoh

Sunday, 9th December, 2007, 10:00 PM

Quote:

*Originally Posted by **Filcher****Gary,*

Thanks for all the years of joy. The world is a better place for your creation.

Of all the Trolls' upcoming releases, which are you most proud of/excited to see released?

My pleasure surely!

That's a difficult question to answer, what you ask about which amongst the many upcoming releases I am most eager to see. I guess from a personal preference I am likely to most want to have the *King of England - King of France* boardgame. That means playing again after a long period where it gathered dust as games for five players were not in vogue until recently with the Eurogames. It is fun to play, and I don't have to be game master...or need one to play, and we are playing boardgames weekly at son Ernie's place and often here at my own as well. :D

Cheers,
Gary

SuStel

Sunday, 9th December, 2007, 11:23 PM

Quote:

Originally Posted by **Col_Pladoh**

You tinhorn! That took a lot of brass.

Au, I guess I should *pick* my fights more carefully; you can obviously shovel out more puns than I can, you silver-tongued devil! Pb-Pb-Pb-Pb-Pb-Pb-t! :p

Cu later!

haakon1

Monday, 10th December, 2007, 01:07 AM

Quote:

Originally Posted by **Col_Pladoh**

You are spot on. In folklore, silver is indeed valued for its protective qualities against evil. The use of silver against were-creatures is an example of how it is an inimical metal to creatures of evil, just as cold iron is reputed to be inimical to denizens of the Fairy realm.

Thanks. But what is cold iron, to you? At first, I was thinking it was iron forged and then cast into the snow to crystalize it fast. Then I was thinking something spectacular, like meteor iron or iron formed without heat, using only the skill of burly and very patient dwarves? \

Or perhaps it's just iron from the Iron Range . . . gets kinda cold up there, I hear.

IMC, there's a metal that's super elvish stuff from ancient times -- sort of an everything alloy, that has all the cool properties rolled into one item. And of course, it glows blue and brightens higher in the presence of orcs and other ancient evils, since I like to steal from Tolkien. :uhoh:

Col_Pladoh

Monday, 10th December, 2007, 03:14 PM

Quote:

Originally Posted by **SuStel**

Au, I guess I should pick my fights more carefully; you can obviously shovel out more puns than I can, you silver-tongued devil! Pb-Pb-Pb-Pb-Pb-Pb-t! :p

Cu later!

:D

Love the golden exclamation with which you open your reply, nor can I police-up the closing.

A very refined response--lodes of puns therein.

Cheers,
Gary

Col_Pladoh

Monday, 10th December, 2007, 03:22 PM

Quote:

Originally Posted by **haakon1**

*Thanks. But what is cold iron, to you? At first, I was thinking it was iron forged and then cast into the snow to crystalize it fast. Then I was thinking something spectacular, like meteor iron or iron formed without heat, using only the skill of burly and very patient dwarves? *

Or perhaps it's just iron from the Iron Range . . . gets kinda cold up there, I hear.

IMC, there's a metal that's super elvish stuff from ancient times -- sort of an everything alloy, that has all the cool properties rolled into one item. And of course, it glows blue and brightens higher in the presence of orcs and other ancient evils, since I like to steal from Tolkien. :uhoh:

AFAIK,

Cold iron is that hammered into shape on the forge without heating. Cold wrought iron.

Cheers,
Gary

SuStel

Monday, 10th December, 2007, 10:15 PM

Quote:

*Originally Posted by **Col_Pladoh***

Love the golden exclamation with which you open your reply, nor can I police-up the closing.

A very refined response--lodes of puns therein.

You rock! I gravel at your feet. I wonder why no one else has caved in and chipped in a few puns?

trollwad

Monday, 10th December, 2007, 10:25 PM

I'm feeling a bit flint-headed right now

gideon_thorne

Monday, 10th December, 2007, 10:25 PM

Quote:

*Originally Posted by **SuStel***

You rock! I gravel at your feet. I wonder why no one else has caved in and chipped in a few puns?

Because these topological forays always get stripped by those who would shaft our fun with more 'serious' delvings :lol:

Col_Pladoh

Monday, 10th December, 2007, 10:33 PM

Now this thread is turning into a mine of puns, some of which are gems--take your pick. That is why I am shoring it up like this...

Cheers,
gary

cildarith

Monday, 10th December, 2007, 11:20 PM

Stope it. All of you!

gideon_thorne

Monday, 10th December, 2007, 11:30 PM

See? Try to get people to cave in and have fun, and we get punked. :lol:

haakon1

Tuesday, 11th December, 2007, 05:10 PM

Quote:

*Originally Posted by **Col_Pladoh***

Now this thread is turning into a mine of puns, some of which are gems--take your pick. That is why I am shoring it up like this...

Gary, I know you fancy yourself a philosopher, but this base punning must be transmuted into something more noble, as quicksilver as you can. Otherwise, your tin ear for humor might lead you to host some sort of silicon. That would be a beryllium bad idea, of titanium proportions.

trollwad

Tuesday, 11th December, 2007, 07:44 PM

Haakon's silver-tongued could be mined for a numbers of literary gems

Col_Pladoh

Tuesday, 11th December, 2007, 08:38 PM

:lol: Errr...

Can you say, WEAK?

It is as if he is strontium to find elemental puns when they are so elementary!

:lol:
Gary

Quote:

Originally Posted by **Col_Pladoh**

:lol: Errr...

Can you say, WEAK?

It is as if he is strontium to find elemental puns when they are so elementary!

:lol:

Gary

Gary, you Lead the way to Iron-ing out bad puns, ones that even a Tin ear can appreciate. On bended Ne, on bended knee, I say, I implore you to share your punnery knowledge with us. I'd rather talk about that than someone's old characters, or someone's Sili con game story.

All times are GMT +1. The time now is 04:00 PM.

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Gary Gygax Q&A: Part XIII

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S'mon

Tuesday, 11th December, 2007, 10:26 PM

Quote:

Originally Posted by Col_Pladoh

AFAIK,

Cold iron is that hammered into shape on the forge without heating. Cold wrought iron.

Cheers,

Gary

The final sharpening of any blade is done cold, though, right? So all iron weapons except maybe iron spikes used as improvised weapons, will be cold iron. I think that's what Kipling intended with "iron, cold iron, is master of them all".

gideon_thorne

Tuesday, 11th December, 2007, 10:34 PM

Quote:

*Originally Posted by S'mon**The final sharpening of any blade is done cold, though, right? So all iron weapons except maybe iron spikes used as improvised weapons, will be cold iron. I think that's what Kipling intended with "iron, cold iron, is master of them all".*

Silver and cold iron were reputed, in mythology, to have a variety of mystic properties. They were a pure channel for various sorts of forces. Depending on what one was going up against, the efficacy of the tool used varied. Also effective against faerie beings were items made out of ash and rowan, and a few other forms of botanical defense. There's a big pile of information out there and a fair number of books in the local literary shops that cover a wide range. :)

SuStel

Wednesday, 12th December, 2007, 12:22 AM

Quote:

*Originally Posted by Henry**Gary, you Lead the way to Iron-ing out bad puns, ones that even a Tin ear can appreciate. On bended Ne, on bended knee, I say, I implore you to share your punnery knowledge with us. I'd rather talk about that than someone's old characters, or someone's Sili con game story.*

I agree with this sediment. But now it slate, I'm plumb tired, and I have to go to bedrock.

Raven Crowking

Wednesday, 12th December, 2007, 03:08 PM

Quote:

*Originally Posted by SuStel**I have to go to bedrock.*

Fred? Is that you? It's me, Barney..... :lol:

haakon1

Wednesday, 12th December, 2007, 09:55 PM

Quote:

Originally Posted by Col_Pladoh

:lol: Errr...

Can you say, WEAK?

It is as if he is strontium to find elemental puns when they are so elementary!

:lol:

Gary

Sorry you considered my puns boron. I didn't mean to vanadium your discussion board or iridium anyone, but sometimes these puns make say me say "argon" so often, it almost causes a cesium! Oh well, it's your nickel and I've said my two coppers, so it's time to molybdenum along.

So to change the subject to a more cerium topic, have you every played any Palladium games?

SuStel

Wednesday, 12th December, 2007, 11:08 PM

Quote:

*Originally Posted by **Raven Crowking***

Fred? Is that you? It's me, Barney..... :lol:

Shale I smack you now or later? That one hit rock-bottom.

S'mon

Wednesday, 12th December, 2007, 11:48 PM

Quote:

*Originally Posted by **gideon_thorne***

Silver and cold iron were reputed, in mythology, to have a variety of mystic properties. They were a pure channel for various sorts of forces. Depending on what one was going up against, the efficacy of the tool used varied. Also effective against faerie beings were items made out of ash and rowan, and a few other forms of botanical defense. There's a big pile of information out there and a fair number of books in the local literary shops that cover a wide range. :)

Thanks Gideon, I do know all that :p - and that cold-pressed (ie stamped) ironware was said to be inimical to fairies, as a sign of encroaching mundanity and modernity. But while you might have a stamped-iron box or broach, it's not practical for weapons. 3e/WotC ended up making "cold iron" basically a rare, magical, mithril-ish sort of stuff, the reverse of the cold-pressed iron myth.

gideon_thorne

Wednesday, 12th December, 2007, 11:59 PM

Quote:

*Originally Posted by **S'mon***

Thanks Gideon, I do know all that :p - and that cold-pressed (ie stamped) ironware was said to be inimical to fairies, as a sign of encroaching mundanity and modernity. But while you might have a stamped-iron box or broach, it's not practical for weapons. 3e/WotC ended up making "cold iron" basically a rare, magical, mithril-ish sort of stuff, the reverse of the cold-pressed iron myth.

Heh. Isn't that odd? I always liked the complexity of myth and folklore better myself. :)

haakon1

Thursday, 13th December, 2007, 04:24 AM

Quote:

*Originally Posted by **S'mon***

Thanks Gideon, I do know all that :p - and that cold-pressed (ie stamped) ironware was said to be inimical to fairies, as a sign of encroaching mundanity and modernity. But while you might have a stamped-iron box or broach, it's not practical for weapons. 3e/WotC ended up making "cold iron" basically a rare, magical, mithril-ish sort of stuff, the reverse of the cold-pressed iron myth.

Nod, the whole thing is confusing. When I hear "cold iron", I think of "cold steel", which seems to mean military weaponry in poetic speech. I also think about the sword-making scene in Conan, where they cool the red-hot blade in snow. I also think about all the steel-making stuff in "Highlander" and wonder if it's supposed to mean Toledo-Salamanca steel, or high carbon steel.

Wikipedia has an interesting entry on it, referencing D&D and Kipling:
http://en.wikipedia.org/wiki/Cold_iron

Griffith Dragonlake

Thursday, 13th December, 2007, 05:52 AM

Inspiration for talking and magic-using dragons?

Hi Gary,

Starting with OD&D (1974), all dragons had a % chance to talk, and all but the white dragons a % chance to use magic.

What was your inspiration for talking and/or magic-using dragons? I'm at a loss to find any European mythological or pre-20th century literary sources for magic-using dragons (aside from the East Asian ones).

Col_Pladoh

Thursday, 13th December, 2007, 04:40 PM

Thanks be!

The elemental puns are no longer being compounded.

Never have I been subjected to such stretches of the art form in my life :eek:

:lol:
Gary

Col_Pladoh

Thursday, 13th December, 2007, 04:42 PM

Quote:

*Originally Posted by **Griffith Dragonlake***

Hi Gary,

Starting with OD&D (1974), all dragons had a % chance to talk, and all but the white dragons a % chance to use magic.

What was your inspiration for talking and/or magic-using dragons? I'm at a loss to find any European mythological or pre-20th century literary sources for magic-using dragons (aside from the East Asian ones).

Howdy,

Actually, you have the source of that inspiration, the Oriental treatment of dragons. It seemed a good idea to me to enable Occidental dragons to be able to converse and use magic in order to make them more dangerous and complex.

Christmas best wishes,
Gary

Man in the Funny Hat

Friday, 14th December, 2007, 11:35 PM

Quote:

*Originally Posted by **Col_Pladoh***

Thanks be!

The elemental puns are no longer being compounded.

Never have I been subjected to such stretches of the art form in my life :eek:

:lol:
Gary

Then we should take great pains to avoid them even though the temptation to do so is like having an itch you can't scratch.

Col_Pladoh

Saturday, 15th December, 2007, 04:47 PM

Quote:

*Originally Posted by M **arin the Funny Hat***

Then we should take great pains to avoid them even though the temptation to do so is like having an itch you can't scratch.

Okay. I'll easley hue to your line...even if I think you did it in gesso.

Happy Christmas,
Gary

The Great Bear King

Sunday, 16th December, 2007, 01:09 AM

Quote:

*Originally Posted by **Col_Pladoh***

Howdy,

Actually, you have the source of that inspiration, the Oriental treatment of dragons. It seemed a good idea to me to enable Occidental dragons to be able to converse and use magic in order to make them more dangerous and complex.

Christmas best wishes,
Gary

Hello Gary,

Speaking of complex dragon related ideas; I started toying around with the thought of an adventure based around the usual task of rescuing a princess or other child of nobility from a centuries-old dragon. The twist is that the king or other noble was overspending and borrowed money from the same dragon to pay for armies and other costs. Part of their contract stated that should the king or nobleman default on his loan payments for more than three months the dragon can by right of contract claim the king's or noble's eldest unmarried daughter as collateral. If he pays the dragon in one month's time the king's daughter will be returned unharmed if she so wishes. Otherwise the dragon keeps her as an employee. The king or nobleman has about 400,000 gold in debt to the dragon. I have three questions for you Gary, what color (red, green, black, ect.) would the dragon be, what would the alignments of the dragon and king/nobleman be and what level would this adventure be suitable for? I was partially inspired by the [dragons as bankers](#) thread on Giant in the Playground forums and by Belteshazzar's, Xuincherguixe's and

rossik

Wednesday, 19th December, 2007, 10:27 PM

hi gary!

im a little "off" from the boards, as im goingo to get married next week (what?! nobody missed me? :p).

but i just whant to wish you and all your afmily (And our gamers family!) merry x-mas and a happy new year, full of new perspectives and health to all

haakon1

Thursday, 20th December, 2007, 07:25 AM

Yes, Merry Christmas, Gary, and early Happy New Year.

One of my old friends got a critical hit the other day, killing a hell hound. This launched into stories about great crits from previous campaigns decades ago. At the end, he said, "God, I love D&D."

Thanks for making so many people happy, Gary. ;)

KRBourgoine

Thursday, 20th December, 2007, 02:10 PM

Happy Christmas Gary!

K.R.Bourgoine
www.ADVENTURERGAME.com

Fifth Element

Thursday, 20th December, 2007, 03:16 PM

Hi Gary:

Happy holidays.

I'd bet cash money that this has been asked before, but here we go. I know the game "Outdoor Survival" was listed as being required for early D&D wilderness adventures. I also know that many people simply used the map included with the game. Was there more to it than that? How did you use the game in D&D?

Col_Pladoh

Thursday, 20th December, 2007, 06:10 PM

Yuletide Greetings Great Bear King

That is an interesting idea for a lengthy adventure, although it assumes dragons of a far less predatory and rapacious sort that ae typically presented. Not a bad idea at all ;)

Christmas best wishes,
Gary

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Gary Gygax Q&A: Part XIII

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Col_Pladoh

Thursday, 20th December, 2007, 06:13 PM

Quote:

*Originally Posted by **rossik***

hi gary!

im a little "off" from the boards, as im going to get married next week (what?! nobody missed me? :p).

but i just whant to wish you and all your afmily (And our gamers family!) merry x-mas and a happy new year, full of new perspectives and health to all

Christmas Blessings Rossik,

Thanks for your thoughts, and congratulations to you, best wishes to your bride to be, on your forthcoming nupruals.

Yuletide cheer,
Gary

Col_Pladoh

Thursday, 20th December, 2007, 06:15 PM

Quote:

*Originally Posted by **haakon1***

Yes, Merry Christmas, Gary, and early Happy New Year.

One of my old friends got a critical hit the other day, killing a hell hound. This launched into stories about great crits from previous campaigns decades ago. At the end, he said, "God, I love D&D."

Thanks for making so many people happy, Gary. :)

Christmas Cheer!

Yes, reminising is a great feature of the D&D game with a group of long-time players.

Yuletide best,
Gary

Col_Pladoh

Thursday, 20th December, 2007, 06:16 PM

Quote:

*Originally Posted by **KRBourgoine***

Happy Christmas Gary!

K.R.Bourgoine
www.ADVENTURERGAME.com

Thanks KB, and the same to you :D

Christmas blessings,
Gary

Col_Pladoh

Thursday, 20th December, 2007, 06:20 PM

Quote:

*Originally Posted by **Fifth Element***

Hi Gary:

Happy holidays.

I'd bet cash money that this has been asked before, but here we go. I know the game "Outdoor Survival" was listed as being required for early D&D wilderness adventures. I also know that many people simply used the map included with the game. Was there more to it than that? How did you use the game in D&D?

Yuletide Cheer,

We used the map, moved counters on it, and rolled for getting lost, so that one was never certain which direction one would head on a turn. Random encounters were used, and the ponds were castles, so there was some jousting rather thanb regular mortal combat.

That's pretty well sums it up--at least all that I can recall after 30 years.

Merrie Christmas,
Gary

Gentlegamer

Thursday, 20th December, 2007, 07:39 PM

No player has ever succeeded in a game of "Gary Gyga Survival."

gideon_thorne

Thursday, 20th December, 2007, 07:43 PM

Quote:

*Originally Posted by **Gentlegamer***

No player has ever succeeded in a game of "Gary Gyga Survival."

There's your new reality TV show. "Survivor, Temple of Elemental Evil." ^_~`

Tarek

Friday, 21st December, 2007, 01:02 AM

Quote:

*Originally Posted by **The Great Bear King***

Hello Gary,

Speaking of complex dragon related ideas; I started toying around with the thought of an adventure based around the usual task of rescuing a princess or other child of nobility from a centuries-old dragon. The twist is that the king or other noble was overspending and borrowed money from the same dragon to pay for armies and other costs. Part of their contract stated that should the king or nobleman default on his loan payments for more than three months the dragon can by right of contract claim the king's or noble's eldest unmarried daughter as collateral. If he pays the dragon in one month's time the king's daughter will be returned unharmed if she so wishes. Otherwise the dragon keeps her as an employee. The king or nobleman has about 400,000 gold in debt to the dragon.

This has all the makings of a morality story.

The dragon in question would clearly be either an Oriental dragon (Ch'iang Lung or Tien Lung) or a Gold dragon.

The dragon's goal is partly to be repaid, but also to teach the wastrel king a lesson in fiscal and political responsibility.

The king in question should probably be noted for being "aggressive" in his dealings with his neighbors, and for having "too large" an army and spending "too much" for luxury items he doesn't need. Not necessarily to the point of covering his palace in gold, but certainly more than he needs to.

He can be relatively intelligent, but too given to listening to people who want to leech off him, or surrounded by sycophants, but no matter what motivation you give him, he should be honestly concerned about and care about his daughter.

Otherwise, there's a good chance that the party will just blow off the quest, if you make him too unlikeable, too arrogant, or too foolish.

Finally, the actual nature of the dragon in question should be kept from the adventurers if possible. Perhaps no one saw the dragon, who used stealth and/or shapechanging magic to abduct said princess.

JohnRTroy

Friday, 21st December, 2007, 02:33 PM

Quote:

There's your new reality TV show. "Survivor, Temple of Elemental Evil." ^_~`

Heh, I had Survivor on at Gary's house early November while he and Jim Ward were playing Chinese Checkers in the dining room. (I wasn't really watching it, I'm used to it in the background on Thursdays when I use my computer--I was getting kind of homesick at the time). I think at one point Gary said to Gail "what is this stuff I'm hearing--I think the word for it is Jejeune!"

So I doubt you'll see a Gary-hosted Reality show on TV ever, unless it's historical-based like Frontier House.

Col_Pladoh

Friday, 21st December, 2007, 04:14 PM

Quote:

Originally Posted by **JohnRTroy**

Heh, I had Survivor on at Gary's house early November while he and Jim Ward were playing Chinese Checkers in the dining room. (I wasn't really watching it, I'm used to it in the background on Thursdays when I use my computer--I was getting kind of homesick at the time). I think at one point Gary said to Gail "what is this stuff I'm hearing--I think the word for it is Jejune!"

So I doubt you'll see a Gary-hosted Reality show on TV ever, unless it's historical-based like Frontier House.

Yuletide Cheer!

We were each playing three sets of marbles, and Jim beat me one move :]

Right you are about "reality" shows, JRT. They are as real as the scripts that they follow.

Christmas best wishes,
Gary

Breg

Friday, 21st December, 2007, 04:57 PM

Merry Christmas, Gary, and all the best to you and yours for the coming year.

And thanks again, for all you've done for the hobby.

Col_Pladoh

Friday, 21st December, 2007, 05:01 PM

Quote:

Originally Posted by **Breg**

Merry Christmas, Gary, and all the best to you and yours for the coming year.

And thanks again, for all you've done for the hobby.

Message received and appreciated :D

Happy chrustmas,
Gary

The Great Bear King

Saturday, 22nd December, 2007, 09:08 AM

Quote:

Originally Posted by **Tarek**

This has all the makings of a morality story.

The dragon in question would clearly be either an Oriental dragon (Ch'iang Lung or Tien Lung) or a Gold dragon.

The dragon's goal is partly to be repaid, but also to teach the wastrel king a lesson in fiscal and political responsibility.

The king in question should probably be noted for being "aggressive" in his dealings with his neighbors, and for having "too large" an army and spending "too much" for luxury items he doesn't need. Not necessarily to the point of covering his palace in gold, but certainly more than he needs to.

He can be relatively intelligent, but too given to listening to people who want to leech off him, or surrounded by sycophants, but no matter what motivation you give him, he should be honestly concerned about and care about his daughter.

Otherwise, there's a good chance that the party will just blow off the quest, if you make him too unlikeable, too arrogant, or too foolish.

King Honore Lambert's only problems are with his military spending and his own fear and paranoia directed towards his neighbors. His reason for this vast military and defense spending is very simple, he has four daughters and we doesn't want to even imagine the horrors they would face if his country was invaded nor would he want the same fate for the daughters of his citizenry. Sadly, while his fears are unfounded at the moment, they are from experience. In his younger days the man who is now King Honore Lambert was storming the port city of *Caismercado* or Wharf market in English. Even at the age of 17 Honore understood the naval significance of this port town due the fact that this city possess the largest and best-equipped human shipyard on the continent. Days before reaching the town young Honore hears tales of enemy solders committing arson, looting, pillaging, rape and murder. This encourages the young prince to take the city, liberate its people and put its tormentors to the sword. All goes according to plans but the future king finds out to his disgust, that the perpetrators were his own countrymen. He and his army spent the rest of the battle fighting to protect the locals from their fellow countrymen. Honore in particular fought to defend a young, in this case 19 year-old, woman named Ofelia and her family. Later the young prince helped Ofelia and her family rebuild. Eventually the two fell in love and after king Nicolas Lambert's death in battle two years later, Honore ascended to the throne and convinced Terra de Riqueza's monarch to accept Honore's marriage to Ofelia as the bond of an official truce, even though Ofelia was nothing more than a commoner. The dragon Le Feu de Nuage told the king he knows all about that horrible night. "I fought in that battle." The dragon replied. "Not in this shape of course. Do you remember that oddly dressed red-haired and bearded knight you saw fighting along with you? That was I. The same men you fought and killed, murdered my lover and nearly butchered my children twelve days before. I drove them out of my cave then hunted down and helped you kill them the rats they were. I understand completely what you're asking me to do. And if your defenses do fall," the dragon paused for a moment before saying, "then I'll come and evacuate your wife, daughters and as many of your citizens as I can." This said, the king hires the party to "rescue" his eldest daughter, but only because of accusations and whisper campaigns claiming that king Honore has no concern for the well being of his own daughters. He's sent a secret message to Le Feu de Nuage warning him of the party's arrival and telling him not to kill or maim any of them, but to instead fully explain the circumstances of their contract. Unfortunately, one of king Honore Lambert's nobles has found out

about this arrangement and is contemplating the assassination both the king's daughter Celia and the dragon. His plan is to blame the dragon for her death slay him and gain enough aristocratic and popular support to seize the throne.

Quote:

Originally Posted by **Tarek**

Finally, the actual nature of the dragon in question should be kept from the adventurers if possible. Perhaps no one saw the dragon, who used stealth and/or shapechanging magic to abduct said princess.

A simple *sleep* spell would probably work rather well in my mind along with a casting of *polymorph self*.

Griffith Dragonlake

Monday, 31st December, 2007, 06:18 PM

Happy New Year Gary!

Over in this thread <http://www.enworld.org/showthread.php?t=215360> there is a discussion of the origin of D&D Ghouls. In particular, Jester47 poses the following questions:

Quote:

Originally Posted by **jester47**

Also, anyone know where the ghoul paralysis came from? Also, why are elves immune? I thought I saw a reason for this recently harkening back to the original chainmail.

I'm sure the folks would appreciate it greatly if you would post an answer to that thread.

Col_Pladoh

Monday, 31st December, 2007, 08:23 PM

Quote:

Originally Posted by **Griffith Dragonlake**

Happy New Year Gary!

Over in this thread <http://www.enworld.org/showthread.php?t=215360> there is a discussion of the origin of D&D Ghouls. In particular, Jester47 poses the following questions:

I'm sure the folks would appreciate it greatly if you would post an answer to that thread.

Headed over there now :)

Gary

haakon1

Wednesday, 9th January, 2008, 05:42 PM

A week without Gary's insightful commentary is like a week without . . . beer. :)

So, Gary, I have to think of a good question.

Hmmm, what's your favorite European city, and did you capture aspects of real world European cities in your game cities? Or is each city you invented made from whole cloth?

Tarek

Wednesday, 9th January, 2008, 09:30 PM

Quote:

Originally Posted by **The Great Bear King**

Unfortunately, one of king Honore Lambert's nobles has found out about this arrangement and is contemplating the assassination both the king's daughter Celia and the dragon. His plan is to blame the dragon for her death slay him and gain enough aristocratic and popular support to seize the throne.

For another little twist on this, give the treacherous noble the following device on his coat of arms: *gules*, a Dragon rampant sinister.

Or maybe; *gules*, a Dragon affronty.

:)

Col_Pladoh

Wednesday, 9th January, 2008, 09:42 PM

Quote:

Originally Posted by **haakon1**

A week without Gary's insightful commentary is like a week without . . . beer. :)

So, Gary, I have to think of a good question.

Hmmm, what's your favorite European city, and did you capture aspects of real world European cities in your game cities? Or is each city you invented made from whole cloth?

:lol:

Actually, the only European *cities* I know even vaguely are London and Paris. I have otherwise been only to Amsterdam, Basil, Bologna, Frankfurt, Madrid, Manchester, Milan, Modena, Rotenburg, Southampton, Toledo, and Zurich, thus I am fondest of London and Paris, but really liked what I saw of Amsterdam and Madrid. Smaller places I stayed in or toured and liker include Barbizan, Bath, Cambridge, Ely, Sonning on the Thames...and the town whose name I have forgotten where Francois MARcela-Froideval's parents dwell (a very attractive place on a river, the name of which also slips my mind). There are a few more places also. I enjoyed most of them to some extent, although Manchester and Southampton were at best unremarkable.

There is likely a bit of many of those places in the fantasy communities I have created. The same is true for Marrakech, a place with which I was very much taken. What little I got to see of Casablanca and Wed Laou seemed interesting. Tangier and Tetoun were not appealing in the least, although the souk in Tetoun was a very stimulating place creatively.

As a FWIW, two of the most beautiful women I have ever seen were in Madrid and Old San Juan...but that's anpther sort of story entirely.

Cheerio,
Gary

Col_Pladoh

Thursday, 10th January, 2008, 04:07 PM

I forgot to mention two cities:

Lyons was an impressive one.

Nurenberg.

Cheers,
Gary

Sitara

Thursday, 10th January, 2008, 04:23 PM

Hey there gary;

i know you are probably bugged by these questions everyday, but I haven't come across your answer to this so iw ill go ahead and bother you with 'em:

1) Whats your reaction to 4E? What do you think of the direction the game is going. (i.e. being updated for a new age and breaking free of its traditional roots)

2)Which edition of dnd do you play these days, or which was the last edition game you played?

Regards.

haakon1

Thursday, 10th January, 2008, 05:19 PM

Thanks, Gary. I'm going to guess you enjoyed the Tower of London and the Invalide (sp?) museum during your time in London and Paris, respectively.

The Imperial War Museum in London is my favorite museum, but it's all about the 20th century wars, no knights or Napoleonics. :)

The Great Bear KingFriday, 11th January, 2008, 08:47 AM

Quote:

*Originally Posted by Tarek**For another little twist on this, give the treacherous noble the following device on his coat of arms: gules, a Dragon rampant sinister.**Or maybe; gules, a Dragon affronty.*

:)

Well, actually the young nobleman considers exploiting Princess Celia's potential death as plan A-2. Plan A-1 involves intentionally sacrificing her would be assassins by having them executed for attempted murder (unknown the hired killers of course), claiming they were employed by the dragon instead. This is of course assuming that these paid murders only maim Celia as per the young nobleman's request. Either way, he becomes king gaining prestige and glory, leads an army to slay the dragon and plunder his, and his employees and customers, wealth. He plans to then use his newly gained wealth and prestige to fund a five to ten-year long project to "save his world from its self". He's calculated a projection of 70,000-120,000 fatalities world as a result of this project. He considers this an acceptable cost for world peace. The young nobleman also has several contingency plans that lead to the same goal if he fails to seize his country's throne. As you can guess I'm planning to make a larger campaign with the same nobleman as a villian.

ZaltmanSunday, 13th January, 2008, 09:32 PM

Gary,

Would love to get your input on the following:

According the 1e PHB:

Monk ability A is "the ability to speak with animals as druids do..."

Monk ability F is "the ability to speak with plants as druids do..."

Druids do not have speak with animals or plants as abilities, only as spells. So, I am confused. These are actually pretty strong spells since they prevent attack. To give monks unlimited use of these spell like abilities seems much too powerful, especially since druids do not get them as "abilities" and this type of behavior seem much more druid like than monk like.

Thanks.

IosethSunday, 13th January, 2008, 09:44 PM

Hey Colonel,

I asked you to rank your literary influences a while back. I've since put together a little reading list based on your answer and am having a great time working my way through it. Just wanted to say thanks. :)

JamesMMonday, 14th January, 2008, 03:58 PM

Gary,

Someone recently passed along a story, supposedly about your Greyhawk campaign and the origin of one of the demon princes. The story has the ring of plausibility to it, but I'd never heard it before, so I thought I'd ask.

The story goes that players in your campaign often ran afoul of Demogorgon by saying his name, which alerted him to their presence. To avoid this, they started calling him "You Know Who," which in turn led to your creation of the demon prince of Gnolls, Yeenoghu, to teach them a lesson.

Any truth to this tall tale or is it just a gamer urban legend? I'm inclined to believe it's not true but, as I said, it's not implausible given your love of puns and other wordplays.

Thanks.

Col_PladohTuesday, 15th January, 2008, 04:52 PM

Quote:

*Originally Posted by Sitara**Hey there gary;*

i know you are probably bugged by these questions everyday, but I haven't come across your answer to this so iw ill go ahead and bother you with 'em:

1) Whats your reaction to 4E? What do you think of the direction the game is going. (i.le. being updated for a new age and breaking free of its traditional roots)

2)Which edition of dnd do you play these days, or which was the last edition game you played?

Regards.

No probelm at all :)

From what little I know of 4E it seems to be a completely different game from 3E, which in turn was a new one compared to all the earlier D&D games.

From a business standpoint the creation of 4E seems to be a good move, as the online game fantasy audience is vastly larger than that for paper & pencil FRPGs.

I just played a house ruled OD&D (three booklet) adventure at the Winterdark convention here, taking six created-on-the-spot 2nd level PCs on a dungeon crawl through the upper levels of my original Castle Greyhawk campaign, those dungeon levels being created in 1972 and 1973.

I will occassionally DM OAD&D...and although not AD&D, the C&C game as well.

Cheerio,
Gary

Col_Pladoh

Tuesday, 15th January, 2008, 04:58 PM

Quote:

*Originally Posted by **haakon1***

Thanks, Gary. I'm going to guess you enjoyed the Tower of London and the Invalide (sp?) museum during your time in London and Paris, respectively.

The Imperial War Museum in London is my favorite museum, but it's all about the 20th century wars, no knights or Napoleonics. :)

Westminster was something else, as was Notre Dame. Sadly I did not get to the Imperial War Museum.

Just being in London and Paris, seeing the hostorical places, the monuments, and famous streets is quite an exhilarating thing.

Of course bistros, pubs, and restaurants were much appreciated by me as well. Staying in PArIs at the Plaze Athena in a room that opened onto the courtyard fountain that went "plop, plop, plop," as mentioned in Coward's play, *Private Lives*, just made my stay there.

Cheers,
Gary

Piratecat

Tuesday, 15th January, 2008, 04:59 PM

Quote:

*Originally Posted by **loseth***

I've since put together a little reading list based on your answer and am having a great time working my way through it.

I just finished reading all of Jack Vance's Cugel stories, something I've been meaning to do since I learned about them in the back of the 1e books in '81. (Yes, yes, it took me a while.) They're utterly delightful! Thanks, Gary.

- Kevin

Col_Pladoh

Tuesday, 15th January, 2008, 05:00 PM

Quote:

*Originally Posted by **Zaltman***

Gary,

Would love to get your input on the following:

According the 1e PHB:

Monk ability A is "the ability to speak with animals as druids do..."

Monk ability F is "the ability to speak with plants as druids do..."

Druids do not have speak with animals or plants as abilities, only as spells. So, I am confused. These are actually pretty strong spells since they prevent attack. To give monks unlimited use of these spell like abilities seems much too powerful, especially since druids do not get them as "abilities" and this type of behavior seem much more druid like than monk like.

Thanks.

The intent there was to empower the Monk character to speak as indicated sans use of a spell.

Cheers,
Gary

Col_Pladoh

Tuesday, 15th January, 2008, 05:02 PM

Quote:

*Originally Posted by **loseth***

Hey Colonel,

I asked you to rank your literary influences a while back. I've since put together a little reading list based on your answer and am having a great time working my way through it. Just wanted to say thanks. :)

Pleased to oblige.

If so motivated later on, I would evry much enjoy learning how you felt about those works I cited as influencing my creativity.

Cheerio,
Gary

Col_Pladoh

Tuesday, 15th January, 2008, 05:09 PM

Quote:

*Originally Posted by **JamesM***

Gary,

Someone recently passed along a story, supposedly about your Greyhawk campaign and the origin of one of the demon princes. The story has the ring of plausibility to it, but I'd never heard it before, so I thought I'd ask.

The story goes that players in your campaign often ran afoul of Demogorgon by saying his name, which alerted him to their presence. To avoid this, they started calling him "You Know Who," which in turn led to your creation of the demon prince of Gnolls, Yeenoghu, to teach them a lesson.

Any truth to this tall tale or is it just a gamer urban legend? I'm inclined to believe it's not true but, as I said, it's not implausible given your love of puns and other wordplays.

Thanks.

Close but no cigar :lol:

A group of players, including regulars that should have known better, did something that brought eother Demogorgon or Orcus, I can not recall which it was, to the location of their relatively high-level PCs. They used a wish to call a potent deity opposed to that demon prince, not specifying that the one desired be of Good alignment, so who should appear but Asmodeus.

They were glad to escape with their lives, for I rules that the two great lords of Evil were so amused by such stupidity that they found it beneath their dignity to expunge such bumblerers, that they would soon manage that themselves without the helping hand they could employ.

Cheerio,
Gary

Col_Pladoh

Tuesday, 15th January, 2008, 05:22 PM

Quote:

*Originally Posted by **Piratecat***

I just finished reading all of Jack Vance's Cugel stories, something I've been meaning to do since I learned about them in the back of the 1e books in '81. (Yes, yes, it took me a while.) They're utterly delightful! Thanks, Gary.

- Kevin

Hi Piratecat :D

Something I've not mentioned before about the Cugel novel, *Eyes of Overworld*. I was a young teenager when I first read it, and it so amused me that I gave it to my mother to read, as she sometimes read fantasy and SF works.

She was appauled by the total lack of character evidenced by Cugel, and I suppose she feared that I might be influenced by such amorality and self-indulgence as Vance wrote into his anti-hero. Of course I concurred with her assessment of Cugel, but pointed out that making such a despicable character the protagonist was a stroke of considerable creativity, done with much dark humor, which, coupled with the author's marvelous talent for prose, made the novel a great work in its genre. She was not convinced...

Ciao,
Gary

JamesM

Tuesday, 15th January, 2008, 05:30 PM

Quote:

*Originally Posted by **Col_Pladoh***

Close but no cigar :lol:

So then what was the origin of Yeenoghu? Or was he just another random demon lord created whole cloth for some other purpose?

Thanks.

JamesM

Tuesday, 15th January, 2008, 05:34 PM

Quote:

*Originally Posted by **Col_Pladoh***

I just played a house ruled OD&D (three booklet) adventure at the Winterdark convention here, taking six created-on-the-spot 2nd level PCs on a dungeon crawl through the upper levels of my original Castle Greyhawk campaign, those dungeon levels being created in 1972 and 1973.

I often read of your running a house ruled OD&D game with the three little brown books rather than AD&D. Is there any reason for this other than simplicity? I ask mostly because I often here contradictory things about the extent to which AD&D as published represented your truest vision of the *Dungeons & Dragons* game or not. I know, for example, that you've expressed a dislike for certain sub-systems added to the game (such as psionics, weapon speed factors, etc.), so I often wonder if this has any impact on your choice of OD&D with which to play.

Thanks.

Col_Pladoh

Tuesday, 15th January, 2008, 05:46 PM

Quote:

*Originally Posted by **JamesM***

So then what was the origin of Yeenoghu? Or was he just another random demon lord created whole cloth for some other purpose?

Thanks.

Just so.

I wanted to augment the roster of potent demons, so I made up Yeenoghu as the Demon Lord of Gnolls.

Cheerio,
Gary

Col_Pladoh

Tuesday, 15th January, 2008, 05:56 PM

Quote:

*Originally Posted by **JamesM***

*I often read of your running a house ruled OD&D game with the three little brown books rather than AD&D. Is there any reason for this other than simplicity? I ask mostly because I often here contradictory things about the extent to which AD&D as published represented your truest vision of the *Dungeons & Dragons* game or not. I know, for example, that you've expressed a dislike for certain sub-systems added to the game (such as psionics, weapon speed factors, etc.), so I often wonder if this has any impact on your choice of OD&D with which to play.*

Thanks.

OD&D allows for easy character creation and being rulkes light encourages DM creativity and player creativity and innovation in play. Thus I prefer to use the system when doing one-off adventures and dungeon crawls.

For campaign play I use the *Legendary Adventure* game system these days, as characters and milieux created using it are in my considered opinion superior, as well as encouraging the sort of play that is fostered by OD&D.

Cheerio,
Gary

francisca

Tuesday, 15th January, 2008, 06:48 PM

Quote:

*Originally Posted by **Col_Pladoh***

I just played a house ruled OD&D (three booklet) adventure at the Winterdark convention here, taking six created-on-the-spot 2nd level PCs on a dungeon crawl through the upper levels of my original Castle Greyhawk campaign, those dungeon levels being created in 1972 and 1973.

You're killing me, man. I had planned on heading to Winterdark, but it wasn't in the cards.

Now on to more niggling details of years gone by... :p

A while back I was working up a back story for T1-4. According to the the module, the Temple of Elemental Evil itself was built up in a matter of a few years by the forces of woe, but I don't recall seeing any discussion of who built the Moathouse. Was it also the work of the bad guys, or did they simply take over an existing structure? Or, did you not even consider the issue?

As always, thanks.

Filcher

Tuesday, 15th January, 2008, 09:02 PM

Quote:

*Originally Posted by **Col_Pladoh***

A group of players, including regulars that should have known better, did something that brought eother Demogorgon or Orcus, I can not recall which it was, to the location of their relatively high-level PCs. They used a wish to call a potent deity opposed to that demon prince, not specifying that the one desired be of Good alignment, so who should appear but Asmodeus.

They were glad to escape with their lives, for I rules that the two great lords of Evil were so amused by such stupidity that they found it beneath their dignity to expunge such bumblerers, that they would soon manage that themselves without the helping hand they could employ.

*Cheerio,
Gary*

Great story. :))

Col_Pladoh

Tuesday, 15th January, 2008, 11:21 PM

Quote:

*Originally Posted by **francisca***

You're killing me, man. I had planned on heading to Winterdark, but it wasn't in the cards.

Now on to more niggling details of years gone by... :p

A while back I was working up a back story for T1-4. According to the the module, the Temple of Elemental Evil itself was built up in a matter of a few years by the forces of woe, but I don't recall seeing any discussion of who built the Moathouse. Was it also the work of the bad guys, or did they simply take over an existing structure? Or, did you not even consider the issue?

As always, thanks.

Winterdark II was a most enjoyable mini-con. Hope you can make the LGGC IV in June and/or Winterdark III next January.

The Moathouse was subsumed as being built by a local lord some decades before the ToEE came into existence.

Cheerio,
Gary

Col_Pladoh

Tuesday, 15th January, 2008, 11:23 PM

Quote:

*Originally Posted by **Filcher***

Great story. :))

Thanks.

Speaking of bumbling, the number of typos in my post place me into that category :heh:

:lol:
Gary

FATDRAGONGAMES

Wednesday, 16th January, 2008, 12:08 AM

Quote:

*Originally Posted by **Col_Pladoh***

No probelm at all :))

I just played a house ruled OD&D (three booklet) adventure at the Winterdark convention here, taking six created-on-the-spot 2nd level PCs on a dungeon crawl through the upper levels of my original Castle Greyhawk campaign, those dungeon levels being created in 1972 and 1973.

Cheerio,
Gary

Any chance of a repeat in June when I can attend?

All times are GMT +1. The time now is 04:00 PM.

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Gary Gygax Q&A: Part XIII

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francisca

Wednesday, 16th January, 2008, 01:10 AM

Quote:

Originally Posted by **Col_Pladoh**

Winterdark II was a most enjoyable mini-con. Hope you can make the LGGC IV in June and/or Winterdark III next January.

I almost certainly will make LGGC 4. I'll be rooming with Mr. Kask, unless current plans change.

Quote:

The Moathouse was subsumed as being built by a local lord some decades before the ToEE came into existence.

Cheerio,
Gary

Ha! That's the angle I took! 3 members of the PC party were heirs of the Moathouse and surrounding area, and had come back to reclaim it!

haakon1

Wednesday, 16th January, 2008, 06:59 AM

Quote:

Originally Posted by **Col_Pladoh**

Just being in London and Paris, seeing the historical places, the monuments, and famous streets is quite an exhilarating thing.

I know what you mean. The first time I was in Trafalgar Square, it was like -- I've been here before so many times, but only in movies, TV, books, etc. Even living in London for 2 years, I'd still get that feeling occasionally . . . it's odd to take a train for workaday purposes from Paddington Station, and then think about Paddington Bear and Harry Potter. :)

Col_Pladoh

Wednesday, 16th January, 2008, 04:48 PM

Quote:

Originally Posted by **FATDRAGONGAMES**

Any chance of a repeat in June when I can attend?

I'd say fair to middlin' ;)

I hope that by June I'll feel up to running a couple of LA games with an OD&D filler or two. However, I do plan on running several five-player games of *King of England - King of France* at Lake Geneva Gaming Convention IV this June as well...and maybe playing a game of the most excellent *Dragon Lairds* as well.

Cheers,
Gary

JohnRTroy

Friday, 18th January, 2008, 03:56 PM

I figured I'd post this announce in the Gygax thread to give it a little boost, since I saw it elsewhere on ENWorld.

Quote:

Originally Posted by **Red Moon Games**

Paizo has announced the release of the novel *Infernal Sorceress* by **Gary Gygax**, to be released this July.

Infernal Sorceress, by **Gary Gygax**, blazes into print for the first time ever. The legendary "lost" Gary Gygax novel offers a new glimpse at a master fantasist at the peak of his game. Gary Gygax, co-creator of the *DUNGEONS & DRAGONS* role-playing game and patron saint to a generation of fantasy game enthusiasts, is best known in fiction for the wily protagonist Gord the Rogue and the cunning detective-sorcerer Setne Inhetep. The long-awaited *Infernal Sorceress* takes place on Aerth, a fantastic planet informed by Earth in the Dark Ages and medieval period. It's also the setting for his novels *The Anubis Murders* and *The Samarkand Solution*, also available from **Planet Stories**. Introduction by **Erik Mona**, Publisher of Planet Stories and the former Editor-in-Chief of *DRAGON* magazine. Available in bookstores everywhere this July.

Long time Mythus fans may remember Gary's talk of a "Tales of the Ferret" book, this is that one. A few years back I was able to recover this for Gary. This has NEVER been printed before so it's brand new.

grodog

Friday, 18th January, 2008, 05:00 PM

LOL. I was just going to ask for additional details about this book, John: what else can you or Gary tell us about it, as well as how it got to be lost (and found) in the first place? :D

Col_Pladoh

Friday, 18th January, 2008, 05:14 PM

Quote:

Originally Posted by g odog

LOL. I was just going to ask for additional details about this book, John: what else can you or Gary tell us about it, as well as how it got to be lost (and found) in the first place? :D

About all I can comment on is that the novel was on some old Mac + disks that JRT transferred to PC format for us some time back. When Erik Mona queried me about the Setne Inhetep fantasy mysteries, I mentioned it as being set in the same alternate earth as are those yarns. Erik said to send him a copy, so I did.

Cheerio,
Gary

JohnRTroy

Friday, 18th January, 2008, 05:24 PM

Well, this was originally going to be published during the time Mythus was in print. When the lawsuit between GDW, Gary, and TSR settled out of court, I guess publishing this got put on the back burner. The protagonists will probably remind people of Gord and Chert, and their adventures are similar (although a little more Setne-like), but there are important differences in them.

Also, it became "lost" because a lot of Gary's writing from the early 90s was done on an old Macintosh Plus. It used either 400K or 800k disks. When Gary's Mac+ died and he switched to a PC, a lot of his writings for the time were lost on those disks--even programs like MacOpener can't physically open the low density MAC disks. I volunteered to copy the disks but the low-density format would not work on a PC. A few years back I acquired an old Mac from a friend with a Hard Disk that could read low and high Mac floppies and had a hard disk. I was then able to copy Gary's files to the HD, copy them back to 1.44 MB floppies, put them on PC and convert the files to the most up-to-date MS-Word for Windows.

He still has disks that need converting. We're still looking for a Lanhkmar Story Gary did featuring an adventure that Ningauble of the Seven Eyes and Sheelba of the Eyeless Face get into. I've got a handful here I haven't yet looked at, and Gary still has more somewhere.

We better get that done by 2010 or so. PC's are starting to lose the floppy disks completely now, if we wait more than a few years I think things like this can get lost like the Library of Alexandria. When people talk about obsolete electronic media they mean it!

haakon1

Friday, 18th January, 2008, 05:53 PM

Quote:

Originally Posted by JohnRTroy

We better get that done by 2010 or so. PC's are starting to lose the floppy disks completely now, if we wait more than a few years I think things like this can get lost like the Library of Alexandria. When people talk about obsolete electronic media they mean it!

Interesting. I know from personal experience what a pain this stuff can be. I'm moving today, and one of the preparatory steps was to finally move all the AOL-format emails of the email based campaign I've been running since 1999 onto Word format. Worse yet, the AOL-format mails have been on a Mac, so the closest I've gotten is Word for Mac X. Hopefully, that can be opened in Word 2007 on my PC and converted once and for all to a "real format". :)

grodog

Friday, 18th January, 2008, 08:51 PM

I've run into similar issues with many of my old campaign articles: they're all on 5.25" floppies formatted to a Commodore 128 word processing program that I forget the name of. In my case, I have printouts of most of the content, probably, so I'm a bit less concerned, but I would still like to inventory and transfer the floppies sometime....

I'm glad to hear that Gary's found this ms., and hope you'll find other lost goodies as well. Is there a chance that there's anything interesting from NIP! on those CDs? :D

Col_Pladoh

Friday, 18th January, 2008, 09:55 PM

Quote:

Originally Posted by grodog

I've run into similar issues with many of my old campaign articles: they're all on 5.25" floppies formatted to a Commodore 128 word processing program that I forget the name of. In my case, I have printouts of most of the content, probably, so I'm a bit less concerned, but I would still like to inventory and transfer the floppies sometime....

I'm glad to hear that Gary's found this ms., and hope you'll find other lost goodies as well. Is there a chance that there's anything interesting from NIPi on those CDs? :D

Nothing from New Infinities. All of the files are post that time IIRR. What I am anxious about is a complete Setne Inhetep novel that was the first of a new action-adventure trilogy I planned and the long short story JTR mentioned featuring Ning' and Sheelba I wrote for a Fritz Leiber-tribute anthology that Ed Kramer was overseeing and editing.

Cheers,
Gary

grodog

Saturday, 19th January, 2008, 02:48 AM

Quote:

*Originally Posted by **Col_Pladoh***

What I am anxious about is a complete Setne Inhetep novel that was the first of a new action-adventure trilogy I planned and the long short story JTR mentioned featuring Ning' and Sheelba I wrote for a Fritz Leiber-tribute anthology that Ed Kramer was overseeing and editing.

That would be great to recover. Coincidentally I just wrote to Justin Leiber to see if he knew of any definitive editions of Fritz's F&GM works (he didn't, and it sounds like there's a decent opportunity to address some publishing snafus with the F&GM tales via a new, definitive texts edition...).

Col_Pladoh

Saturday, 19th January, 2008, 06:03 PM

I surely liked Fritz very much, loved his writing, and the lost long short story I have not yet recovered us very much a tribute to Mr. Leiber. That is why I focused on the two wizards as the central figures in the tale.

Cheers,
Gary

grodog

Saturday, 19th January, 2008, 08:09 PM

Quote:

*Originally Posted by **Col_Pladoh***

I surely liked Fritz very much, loved his writing, and the lost long short story I have not yet recovered us very much a tribute to Mr. Leiber. That is why I focused on the two wizards as the central figures in the tale.

Sounds great, Gary: hopefully you'll rediscover the story, and it'll see print. If you're interested, I'll keep you in the loop on my discussions with Justin re: a new edition of his father's books.

francisca

Monday, 28th January, 2008, 07:55 PM

Hey Gary!

I noticed the original version of S4 was titled "Lost Caverns of Tsojconth", the spelling of S4 being Tsojcanth.

Tsojconth happens to be an anagram of "John Scott". Given your fondness of such, I was wondering if this anagram was intentional, and who John Scott might be, if this is indeed the case.

As always, thanks!

The Great Bear King

Tuesday, 29th January, 2008, 01:57 AM

Quote:

*Originally Posted by **Col_Pladoh***

I surely liked Fritz very much, loved his writing, and the lost long short story I have not yet recovered us very much a tribute to Mr. Leiber. That is why I focused on the two wizards as the central figures in the tale.

Cheers,
Gary

Well then I hope you can finish it soon. That said I have a literary/Role playing question for you Gary. What type or types of villain would consider best for either stories or campaigns out of these three varieties? The first variety of villain commits horrifically evil acts for no other reason than petty spite or delight in inflicting pain and suffering on others. An example of such a villain would be Shakespeare's Richard III, in spite of his incompetence, bumbling stupidity (as far as I'm concerned) and lack of planning and foresight. Villain type number two would be the utterly selfish and ruthless type, willing to enrich themselves through dishonesty and or the sufferings of others. An example of this type of villain would be Gordon Gekko from the 1987 film *Wall Street*. The third and final villain category would be that of the self-righteous terror, believing that their cause is so right and noble nothing they do pursuing goal is morally wrong. The kind of people who think that it's acceptable for paladins to start anything resembling the Spanish Inquisition or spark wars and murder countless innocents in the name of peace. An example would include the nobleman I mentioned several posts ago.

Col_Pladoh

Tuesday, 29th January, 2008, 05:33 PM

Quote:

*Originally Posted by g **odog***

Sounds great, Gary: hopefully you'll rediscover the story, and it'll see print. If you're interested, I'll keep you in the loop on my discussions with Justin re: a new edition of his father's books.

I have met Justin and spoken and written to him a few times in the past. I would very much like to be kept informed about any arrangements for reprinting Fritz's stories.

Cheers,
Gary

Col_Pladoh

Tuesday, 29th January, 2008, 05:35 PM

Quote:

*Originally Posted by f **ancisca***

Hey Gary!

I noticed the original version of S4 was titled "Lost Caverns of Tsojconth", the spelling of S4 being Tsojconth.

Tsojconth happens to be an anagram of "John Scott". Given your fondness of such, I was wondering if this anagram was intentional, and who John Scott might be, if this is indeed the case.

As always, thanks!

:lol:

Just a typo there. My original spelling was Tsojcanth, a name I made up to sound exotic even in the WoG context.

Chaario,
Gary

Col_Pladoh

Tuesday, 29th January, 2008, 05:41 PM

Quote:

*Originally Posted by **The Great Bear King***

Well then I hope you can finish it soon. That said I have a literary/Role playing question for you Gary. What type or types of villain would consider best for either stories or campaigns out of these three varieties? The first variety of villain commits horrifically evil acts for no other reason than petty spite or delight in inflicting pain and suffering on others. An example of such a villain would be Shakespeare's Richard III, in spite of his incompetence, bumbling stupidity (as far as I'm concerned) and lack of planning and foresight. Villain type number two would be the utterly selfish and ruthless type, willing to enrich themselves through dishonesty and or the sufferings of others. An example of this type of villain would be Gordon Gekko from the 1987 film Wall Street. The third and final villain category would be that of the self-righteous terror, believing that their cause is so right and noble nothing they do pursuing goal is morally wrong. The kind of people who think that it's acceptable for paladins to start anything resembling the Spanish Inquisition or spark wars and murder countless innocents in the name of peace. An example would include the nobleman I mentioned several posts ago.

The nature of a villain rests wholly within the scope of a particular story--or actual historical record.

I tend to favor the egocentric, self-seeking sort that uses whatever means they can to gain what they desire. An overbearing attitude of superiority might be added. A cruel and treacherous nature is also likely a feature of such a figure. This sort of villain is likely to have no redeeming qualities whatsoever.

Cheers,
Gary

noffham

Tuesday, 29th January, 2008, 07:21 PM

Hola Gary!

I see you are planning on Lake Geneva con this year. Any chance you will return to Gen Con??

haakon1

Tuesday, 29th January, 2008, 08:41 PM

[Return to Quag Keep](#)

I just read Andre Norton and Jean Rabe's "Return to Quag Keep", with an intro by our fearless Colonel. My summary of the intro is: "So Andre wanted to write this book, and I said OK, and she did." :)

I like the book.

I have three questions, for Gary and his fans hereabout:

1) One of the characters is a gamer from Lake Geneva, Wisconsin, who is vaguely aware that "Gary something" is from there, and invented the

game. Gary, are you a local celebrity in Lake Geneva, or not? That is, do locals know who you are? I'm guessing not, and I'm guessing you probably like it that way. :)

2) Having never read the original Quag Keep, is this meant to be a location on Lake Quag in Perrenland? I assume so. Does it have anything to do with the Exag location in the last issues of Dungeon in the same area? I may have to look that up.

3) At one point, there's a view of the magical areas on (regular) Earth. These include, naturally, some place in Wisconsin but also some place near Chicago. I assume the latter might be the Comeback Inn, which supposedly inspired Dave Arneson's first scene in his first game. Anybody remember where the (now defunct) Comeback Inn was located? Or is there some other ubersignificance to Chicagoland that I'm missing?

[Show 20 post\(s\) from this thread on one page](#)

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Col_Pladoh

Tuesday, 29th January, 2008, 09:55 PM

Quote:

*Originally Posted by **noffham****Hola Gary!**I see you are planning on Lake Geneva con this year. Any chance you will return to Gen Con??*

Troll Lord Games sponsors the Lake Geneva Gaming Convention as well as the Winterdark event here each January.

I do not have any current plan to attend GenCon.

Cheerio,
Gary

Col_Pladoh

Tuesday, 29th January, 2008, 10:02 PM

Quote:

*Originally Posted by **haakon1****I just read Andre Norton and Jean Rabe's "Return to Quag Keep", with an intro by our fearless Colonel. My summary of the intro is: "So Andre wanted to write this book, and I said OK, and she did." :)**I like the book.**I have three questions, for Gary and his fans hereabout:**1) One of the characters is a gamer from Lake Geneva, Wisconsin, who is vaguely aware that "Gary something" is from there, and invented the game. Gary, are you a local celebrity in Lake Geneva, or not? That is, do locals know who you are? I'm guessing not, and I'm guessing you probably like it that way. :)*

I doubt that more than a quarter of the people living here, if that, know anything about me.

You are correct about my lack of desire for noteriety...or local fame.

Quote:

2) Having never read the original Quag Keep, is this meant to be a location on Lake Quag in Perrenland? I assume so. Does it have anything to do with the Exag location in the last issues of Dungeon in the same area? I may have to look that up.

Only Andre could have supplied an to your question.

Quote:

3) At one point, there's a view of the magical areas on (regular) Earth. These include, naturally, some place in Wisconsin but also some place near Chicago. I assume the latter might be the Comeback Inn, which supposedly inspired Dave Arneson's first scene in his first game. Anybody remember where the (now defunct) Comeback Inn was located? Or is there some other ubersignificance to Chicagoland that I'm missing?

Again, Ms. Niorton wrote the novel based loosely on the D&D gamne and WoG setting, going so without giving me the benefit of her thinking in any regard other than the completed work.

Cheerio,
Gary

The Great Bear King

Tuesday, 29th January, 2008, 10:05 PM

Quote:

*Originally Posted by **Col_Pladoh****Ther nature of a villian rests wholly within the scope of a particular story--or actual historical record.**I tend to favor the egocentric, self-seeking sort that uses whatever means they can to gain what they desire. An overbearing attitude of superiority might be added. A cruel and trecherous nature is also likely a feature of such a figure. This sort of villian is likely to have no redeeming qualities whatsoever.*

Cheers,
Gary

So you prefer villain type number two. Well, that's pretty much how I envision a typical red dragon, just red-scaled, clawed, fanged, fire-breathing, magic using and the size of jumbo jet. Red dragons are basically Gordon Gekko with the looks and physical abilities of Smaug and the magical power of Vance's most accomplished wizards. They'd love a world like ours. The SEC would need tanks and anti-aircraft missiles to arrest one of them.

haakon1

Wednesday, 30th January, 2008, 01:44 AM

Quote:

*Originally Posted by **Col_Pladoh***

I doubt that more than a quarter of the people living here, if that, know anything about me.

You are correct about my lack of desire for noteriety...or local fame.

Thanks for answering my questions, Gary.

Here's wishing you a calm life with fun but no noteriety. :)

GENEWEIGEL

Wednesday, 30th January, 2008, 03:38 AM

So this is the Q&A, I was originally referred to.

Hey, this joint looks familiar....

;)

francisca

Wednesday, 30th January, 2008, 04:02 AM

Quote:

*Originally Posted by **Col_Pladoh***

:lol:

Just a typo there. My original spelling was Tsojcanth, a name I made up to sound exotic even in the WoG context.

*Chaario,
Gary*

HA HA HA HA!!!!

Groggnards all about the net were speculating about this apocryphal John Scott fellow! See the results of your puns and anagrams!

:lol:

MerricB

Wednesday, 30th January, 2008, 04:06 AM

G'day, Gary!

I hope you're well. :)

I had the pleasure of playing one of Tom Wham's self-published boardgames recently: *Battling Space Ships*. I found it a fun experience, though the game's mechanics didn't quite work with 5 players: we all created complete spaceships too soon and didn't do enough battling!

I was not particularly surprised to see your name in the list of playtester credits. I was just wondering if you remembered anything of your experiences with the game. :)

Oh, the friend who introduced me to the game, Mike Rowlatt, has had the good fortune of playing boardgames with both you and Tom on one of his visits to the US. You may not remember him, but I'll include a picture of him just in case:

<http://www.enworld.org/attachment.php...id=31632&stc=1>

Mike's on the left; I'm on the right. Our friend Craig is between.

(Unfortunately, I neglected to take a picture of Mike playing Battling Space Ships. :())

Cheers!

Col_Pladoh

Wednesday, 30th January, 2008, 04:11 PM

Quote:

*Originally Posted by **haakon1***

Thanks for answering my questions, Gary.

Here's wishing you a calm life with fun but no noteriety. :)

:lol:

Some years back I was twice mistaken for Gerry Garcia--here in Lake Geneva and in Galena, IL.

I have been recognized by name when traveling a few times.

That's it.

Cheerio,Gary

Col_Pladoh

Wednesday, 30th January, 2008, 04:19 PM

Howdy Merric,

It has been some time since we played Tom Wham's *Battling Spaceships* game. I recall little of those games, save that I always went for multiple vessels and did fairly well...but no outstanding wins similar to those I have managed a number of times in *Dragon Lairds* playtests. That game is great fun for anywhere from three to seven players (with the special expansion that adds the Violet and Black dragons decks to the mix). I am looking forward to its publication--soon I hope.

Say hi to Mike for me. I sort of recollect his face as seen across a table.

Cheerio,
Gary

grodog

Thursday, 31st January, 2008, 02:41 AM

Quote:

*Originally Posted by **Col_Pladoh***

I have met Justin and spolen and written to him a few times in the past. I would very much like to be kept informed about any arrangements for reprinting Fritz's stories.

Happy to :D

Nagora

Thursday, 31st January, 2008, 02:23 PM

Hi, Gary,
Here's a question we'll never tire of asking until we get the answer we're looking for:

Any word on the Castle Zagyg: Upper Works release? It's 1 ti ITBA on the TL site.

The Great Bear King

Thursday, 31st January, 2008, 09:44 PM

Also Gary, I think that villains, as well as heroes, should at least be reasonably intelligent. See [Peter's Evil Overlord List](#) for details. Any decently intelligent villain will at least attempt to follow these tips and rules. In fact, I just might use the List for my yet unnamed nobleman.

Col_Pladoh

Thursday, 31st January, 2008, 11:26 PM

Quote:

*Originally Posted by **Nagora***

*Hi, Gary,
Here's a question we'll never tire of asking until we get the answer we're looking for:*

*Any word on the Castle Zagyg: Upper Works release? It's **still** TBA on the TL site.*

I expect that the first part of this multi-boxed set series will be released in late spring. After that the next in the series will follow in intervals of around four to six months time.

Cheerio,
Gary

frankthedm

Friday, 1st February, 2008, 06:35 PM

What was the main reason for the copious amount of dinosaurs in the 1EMM?

Any particular reason D&D went with the dinosaur bodied hydra?

Col_Pladoh

Friday, 1st February, 2008, 10:56 PM

Quote:

Originally Posted by **frankthedm**

What was the main reason for the copious amount of dinosaurs in the 1EMM?

Any particular reason D&D went with the dinosaur bodied hydra?

What a very unusual query!

Actually, the number of dinosaurs given as monster listings for the AD&D game can be considered only a brief survey.

First I loved dinosaurs since I was a little child around age 5. As there existed when I wrote the AD&D monster materials any number of works featuring encounters with such creatures, the film *King Kong* amongst them, I decided to include a selection of them for use by DMs acquiring the book.

A snake-like hydra offers fewer environmental possibilities than does one with a quadrupedal body.

Cheerio,
Gary

Tewligan

Friday, 1st February, 2008, 10:58 PM

I believe "Because dinosaurs are awesome" would also have been an acceptable answer.

Col_Pladoh

Friday, 1st February, 2008, 11:00 PM

Quote:

Originally Posted by **Tewligan**

I believe "Because dinosaurs are awesome" would also have been an acceptable answer.

:confused:

True, but this answer doesn't relate directly to a FRPG set in a quasi-medieval environment that features dragons and like monsters.

;)
Gary

frankthedm

Saturday, 2nd February, 2008, 06:59 PM

And here I was guessing it had something to do with how easy it was to get dinosaur minis back then, like from those Honk kong packs the rust monster and Bullete came out of.

Thanks for the info!

grodog

Tuesday, 5th February, 2008, 05:09 AM

Quote:

Originally Posted by **Col_Pladoh**

I expect that the first part of this multi-boxed set series will be released in late spring. After that the next in the series will follow in intervals of around four to six months time.

Good new, thanks for the update.

Orius

Tuesday, 5th February, 2008, 06:39 AM

Quote:

Originally Posted by **frankthedm**

And here I was guessing it had something to do with how easy it was to get dinosaur minis back then, like from those Honk kong packs the rust monster and Bullete came out of.

Thanks for the info!

That would be my first guess as well.

Griffith Dragonlake

Tuesday, 5th February, 2008, 07:30 PM

Back in the OD&D days I think every referee I knew had a "lost world" somewhere in their campaign. And almost everyone I knew had watched King Kong and read various yarns by Edgar Rice Burroughs — Pellucidar comes to mind. In fact, I think the players expected to eventually to find a lost world just as much as they expected Tolkeinesque tropes. Dinosaurs + Tolkien?!? Sounds weird, I know but so long as the dinosaurs were in some hidden tropical valley or hollow earth it didn't seem at all incongruous.

Gray Mouser

Tuesday, 5th February, 2008, 08:28 PM

Quote:

Originally Posted by Col_Pladoh

I always assumed that the strange creatures in the D&D fantasy world were natives of another world. This is implicit in most folklore and fantasy alike. I simply did not elucidate that until I write the Mythus rules and detailed its world setting Aerth.

Hi Colonel, it's been quite a while since I've posted to this forum and was just reading through what I had missed. You can tell from the quote, perhaps, that it's been some time since I visited this thread.

Anyway, I've seen you make comments like he above a few times before but I have a question as to how you envisioned this to work in your home campaign. Did you envision demi-humans, for example, being native to a parallel Prime Material Plane and immigrating to Oerth at some point? Was this immigration a one time occurrence in the past or is it something that can still occur? Given the rather long life spans of some elves (e.g., Grey Elves) was it possible that some of these creatures who came to Oerth in the initial wave were still alive during the playing of your campaign? Lastly, did you have an idea about *when* the demi-humans (and other creatures) entered Oerth? (In the Greyhawk guide it lists 5050 S.D. as the date when humanoid mercenaries were first employed. Certainly such creatures were already on Oerth for some period before this.)

Sorry for the lengthy questions :)

Gray Mouser

Gray Mouser

Tuesday, 5th February, 2008, 09:07 PM

The Suel Pantheon

Gary, I was just wondering how much input you gave to Len Lakofka when he wrote up the gods of the Suel Pantheon for publication in *Dragon*. Did he come up with everything and just use the names and areas on influence you provided in the Greyhawk guide or did you give him some general guidelines to follow (i.e., this god gets this special power, that one has the abilities of these classes, etc.)?

Thanks,

Gray Mouser

heirodude

Wednesday, 6th February, 2008, 07:09 PM

When you wrote up encounters with Orcs, goblins, etc, that included noncom females and infants, did you expect the Good PCs to put them to the sword, let them go, or have a moral dilemma?

What did they tend to do?

Nagora

Wednesday, 6th February, 2008, 10:44 PM

Quote:

Originally Posted by Gray Mouser

Hi Colonel, it's been quite a while since I've posted to this forum and was just reading through what I had missed. You can tell from the quote, perhaps, that it's been some time since I visited this thread.

Anyway, I've seen you make comments like he above a few times before but I have a question as to how you envisioned this to work in your home campaign. Did you envision demi-humans, for example, being native to a parallel Prime Material Plane and immigrating to Oerth at some point? Was this immigration a one time occurrence in the past or is it something that can still occur? Given the rather long life spans of some elves (e.g., Grey Elves) was it possible that some of these creatures who came to Oerth in the initial wave were still alive during the playing of your campaign? Lastly, did you have an idea about when the demi-humans (and other creatures) entered Oerth? (In the Greyhawk guide it lists 5050 S.D. as the date when humanoid mercenaries were first employed. Certainly such creatures were already on Oerth for some period before this.)

Sorry for the lengthy questions :)

Gray Mouser

I'm not sure if it's etiquette to jump in with something like this, but the same comment got me thinking and the article at [this link](#) is an early draft (with spelling mistakes) of something that may be going into the next FootPrints from the Dragonsfoot guys. I took Gary's comment and RAN with it! Any feedback would be welcome (especially if positive :))

Col_Pladoh

Wednesday, 6th February, 2008, 11:01 PM

As a lad I was taken often to the Field Museum in Chicago, and my favorite exhibits were the fighting bull elephants, the many rooms with cases of stuffed wild animals, the bronzes of the African tribesmen spearing a pair of lions, the Egyptology area in the basement, and the dinosaurs up on the second floor.

The museum sold metal miniature models of several species of dinos, in a scale smaller than HO (about 12 feet to the inch), and I had a T rex and a triceratops when I was about five years old. Those two had many a battle for my entertainment! :lol:

Cheers,
Gary

Col_Pladoh

Wednesday, 6th February, 2008, 11:13 PM

Quote:

*Originally Posted by **Gray Mouser***

Hi Colonel, it's been quite a while since I've posted to this forum and was just reading through what I had missed. You can tell from the quote, perhaps, that it's been some time since I visited this thread.

Anyway, I've seen you make comments like the above a few times before but I have a question as to how you envisioned this to work in your home campaign. Did you envision demi-humans, for example, being native to a parallel Prime Material Plane and immigrating to Oerth at some point? Was this immigration a one time occurrence in the past or is it something that can still occur? Given the rather long life spans of some elves (e.g., Grey Elves) was it possible that some of these creatures who came to Oerth in the initial wave were still alive during the playing of your campaign? Lastly, did you have an idea about when the demi-humans (and other creatures) entered Oerth? (In the Greyhawk guide it lists 5050 S.D. as the date when humanoid mercenaries were first employed. Certainly such creatures were already on Oerth for some period before this.)

Sorry for the lengthy questions :)

Gray Mouser

The long questions can be answered with a short response,

How the non-human races came to Oerth was never a question in my campaign.

I had a vague notion about large gates being common in past millennia, these inter-world portals gradually decreasing in size and eventually virtually disappearing, the deities of Oerth being responsible for that.

So such gates brought the great variety of life forms to the world--along with some magical laboratories monster creations of course.

In the *Legendary Adventure* game's *Legendary Earth* world setting all of that is basically attributed to the great wizards of Learth's lost ages.

Cheers,
gary

Col_Pladoh

Wednesday, 6th February, 2008, 11:15 PM

Quote:

*Originally Posted by **Gray Mouser***

*Gary, I was just wondering how much input you gave to Len Lakofka when he wrote up the gods of the Suel Pantheon for publication in *Dragon*. Did he come up with everything and just use the names and areas on influence you provided in the Greyhawk guide or did you give him some general guidelines to follow (i.e., this god gets this special power, that one has the abilities of these classes, etc.)?*

Thanks,

Gray Mouser

Len deserves the lion's share of the credit, and blame if any, for the Suel deities. I simply did a bit of editing of his work.

Cheers,
Gary

Col_Pladoh

Wednesday, 6th February, 2008, 11:16 PM

Quote:

*Originally Posted by **heirodule***

When you wrote up encounters with Orcs, goblins, etc, that included noncom females and infants, did you expect the Good PCs to put them to the sword, let them go, or have a moral dilemma?

What did they tend to do?

I expected the DM to decide how to handle such a situation, of course.

Cheerio,
Gary

Gray Mouser

Thursday, 7th February, 2008, 01:53 AM

Quote:

*Originally Posted by **Col_Pladoh***

The long questions can be answered with a short response,

How the non-human races came to Oerth was never a question in my campaign.

I had a vague notion about large gates being common in past millenia, these inter-world portals gradually decreasing in size and eventually virtually disappearing, the deities of Oerth being responsible for that.

Very interesting, Colonel. If the deities of Oerth were responsible for closing the gates that may explain why there were no demihuman deities included in the WoGH. Except, of course, for Raxivort. Hmmm. Maybe not. :?

Quote:

So such gates brought the great variety of life forms to the world--along with some magical laborators monster creations of course.

In the Lejendary Adventure game's Lejendary Earth world setting all of that is basically attributed to the great wizards of Learth's lost ages.

Cheers,
gary

Sounds like Learth's old time mages could give those of the Bakluni and Suel a run for their money, even with the Invoked Devastation and Rain of Colorless Fire! :)

Gray Mouser

Gray Mouser

Thursday, 7th February, 2008, 02:04 AM

Quote:

*Originally Posted by **Col_Pladoh***

Len deserves the lion's share of the credit, and blame if any, for the Suel deities. I simply did a bit of editing of his work.

Cheers,
Gary

Kudos to him, then, as I greatly enjoyed the series on the Suel pantheon. I did find some of them to be a bit on the good side considering the description of the Suel old-timers in thne WoGH, but they are an interesting group, all in all. While Olidammara is one of my favorites Norebo certainly ranks up there, as well :)

Now, if I recall correctly, the Suel pantheon series came out after the release of the Greyhawk boxed set. I think you'd mentioned before that you had hoped to detail more of Oerth so I was wondering if there were there plans to revise the box set with the inclusion of these deities, or did you simply think they would make for an interesting series of articles in *Dragon*?

Gray Mouser

Geoffrey

Thursday, 7th February, 2008, 03:42 AM

Quote:

*Originally Posted by **Nagora***

I'm not sure if it's etiquette to jump in with something like this, but the same comment got me thinking and the article at [this link](#) is an early draft (with speling mistoks) of something that may be going into the next FootPrints from the Dragonsfoot guys. I took Gary's comment and RAN with it! Any feedback would be welcome (especially if positive :))

That's pretty good stuff, though I'd be tempted to make the various types of fey and demi-humans NON-natives. The only animals druids would regard as natural would be those organisms that exist in the real world, as well as giant and miniature versions thereof.

IIRC, druids in the AD&D Players Handbook can be only human or half-elf. If elves are not native to the druids' world, then that would mean that the half-elven druids identify totally with their human half. But, IIRC, elves are allowed to be druids in Unearthed Arcana. That would throw a sticky wicket in my whole scheme.

Gray Mouser

Thursday, 7th February, 2008, 04:58 AM

Quote:

Originally Posted by **Geoffrey**

IIRC, druids in the AD&D Players Handbook can be only human or half-elf. If elves are not native to the druids' world, then that would mean that the half-elven druids identify totally with their human half. But, IIRC, elves are allowed to be druids in Unearthed Arcana. That would throw a sticky wicket in my whole scheme.

Halfling NPC's could also be Druids.

You could say, however, that part of the reason these particular races (Elves and Halflings) entered Oerth (or whatever campaign world you were using) was their affinity for nature which may have been the same as that on their home plane.

Gray Mouser

Nagora

Thursday, 7th February, 2008, 09:46 AM

Quote:

Originally Posted by **Gray Mouser**

Halfling NPC's could also be Druids.

I had forgotten that. Well, there will be another draft.

Getting back to Gary:

Gary,

I'm thinking about running an AD&D game for a pair of bright not-quite-12-year-olds (twins). Did you or TSR ever think about releasing scenarios/modules aimed specifically at pre-teens? Do you think it's something that would be useful? Is there any advice you would have? I know you've run a few games for young players.

Col_Pladoh

Thursday, 7th February, 2008, 04:19 PM

Quote:

Originally Posted by **Gray Mouser**

Very interesting, Colonel. If the deities of Oerth were responsible for closing the gates that may explain why there were no demihuman deities included in the WoGH. Except, of course, for Raxivort. Hmmm. Maybe not. :?

SOunds like Learth's old time mages could give those of the Bakluni and Suel a run for their money, even with the Invoked Devastation and Rain of Colorless Fire! :)

Gray Mouser

Likely that. Although a few more of evil sort managed to find and pass through remaining gateways to Oerth.

Yes, the ancient Adepts of Learth could and did end up devastating not only their reptillian former slave masters but their own empires.

Cheers,
Gary

Col_Pladoh

Thursday, 7th February, 2008, 04:23 PM

Quote:

Originally Posted by **Gray Mouser**

Kudos to him, then, as I greatly enjoyed the series on the Suel pantheon. I did find some of them to be a bit on the good side considering the description of the Suel old-timers in thne WoGH, but they are an interesting group, all in all. While Olidammara is one of my favorites Norebo certainly ranks up there, as well :)

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Gray Mouser

:heh:

As it happens Olidammara is a creation of my own that Len added to his pantheon.

It is likely a revised and expanded boxed set for the WoG would have gone into the hopper had I remained in charge of the company after 1984.

Cheers,
Gary

Quote:

*Originally Posted by **Nagora***

Getting back to Gary:

Gary,

I'm thinking about running an AD&D game for a pair of bright not-quite-12-year-olds (twins). Did you or TSR ever think about releasing scenarios/modules aimed specifically at pre-teens? Do you think it's something that would be useful? Is there any advice you would have? I know you've run a few games for young players.

It was never contemplated to offer any lower level of module especially for younger players. As the core rules are not written for children, offering special modules for them would be rather pointless.

The adventures for novice PCs were meant to supply the DM with material for a younger player audience. Otherwise the able DM is capable of modifying or creating special adventures for very young players.

I believe the above answers all of questions.

Cheerio,
Gary

Gray Mouser

Thursday, 7th February, 2008, 04:34 PM

Quote:

*Originally Posted by **Col_Pladoh***

:heh:

As it happens Olidammara is a creation of my own that Len added to his pantheon.

Heh, well I actually was referring to Olidammara as one of my favorite gods in the WoGH boxed set. Norebo seems like a kindred deity from the Suel mythos as he is the god of Luck, Gambling and Risk while Olidammara is the god of Music, Revelry, Rougery and Wine (he getting two of life's three necessities: wine, women and song :). Both are also the patron of mant thieves. I didn't mean to imply that both were written up in Len's Suel pantheon articles, just Norebo. Sorry for any confusion being caused on my part! :)

Quote:

It is likely a revised and expanded boxed set for the WoG would have gone into the hopper had I remained in charge of the company after 1984.

Cheers,
Gary

Of course.

Well, in order not to be uncharitable let me just say that at least Castle Zagyg seems to be progressing :)

Gray Mouser

Col_Pladoh

Thursday, 7th February, 2008, 04:57 PM

Quote:

*Originally Posted by **Gray Mouser***

Well, in order not to be uncharitable let me just say that at least Castle Zagyg seems to be progressing :)

Gray Mouser

Thankee!

In order to get to the castle and ruins I thought it best to establish a detailed environment and good-sized community for the setting. Thus Castle Zagyg Yggsburgh and the East Mark. Of course, detailing the big walled town by dividing it into quarters or districts, mapping each and showing the buildings with encounter key numbers and text, giving a bit of color for the sector to assist the GM--and doing the same for the suburban communities--then seemed beneficial in order to give a really detailed urban area. To the best of my knowledge that has not been done previously.

So as those 24 modules were in progress the similar detailing of the actual abandoned castle ruins and its subterranean levels went into high gear, basing the work on my previous castle ruins and dungeons developed and revised as my campaign matured...and PCs wreaked havoc in these places :lol:

Detailing the latter is a project that requires a good deal of time, but this part of the whole project is also proceeding at a good pace.

Cheers,
Gary

Geoffrey

Thursday, 7th February, 2008, 05:10 PM

Quote:

*Originally Posted by **Gray Mouser***

Halfling NPC's could also be Druids.

You could say, however, that part of the reason these particular races (Elves and Halflings) entered Oerth (or whatever campaign world you were using) was their affinity for nature which may have been the same as that on their home plane.

Gray Mouser

I've long considered halflings to be short humans (Englishmen!) with big, hairy feet. I'd consider them to be natives of the campaign world.

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Gray Mouser

Thursday, 7th February, 2008, 05:30 PM

Quote:

Originally Posted by **Geoffrey**

I've long considered halflings to be short humans (Englishmen!) with big, hairy feet. I'd consider them to be natives of the campaign world.

Heh, I've had similar thoughts and have run campaigns where this was, in fact, the case. But it seemed from his previous answers that Gary considers *all* demihumans to be from a different plane.

Does anyone recall if JRRT considered Hobbits small humans? I know I've read stuff on that topic before but, for the life of me, I cannot recall the answer!

Gray Mouser

Nagora

Thursday, 7th February, 2008, 05:58 PM

Quote:

Originally Posted by **Gray Mouser**

Heh, I've had similar thoughts and have run campaigns where this was, in fact, the case. But it seemed from his previous answers that Gary considers all demihumans to be from a different plane.

Does anyone recall if JRRT considered Hobbits small humans? I know I've read stuff on that topic before but, for the life of me, I cannot recall the answer!

Gray Mouser

He specifically did not think of them that way and said that the advance of humans pushed the hobbits further and further into the margins until they became the legends of the "little people". They were not "absorbed" as it were.

Geoffrey

Thursday, 7th February, 2008, 08:20 PM

Quote:

Originally Posted by **Gray Mouser**

Does anyone recall if JRRT considered Hobbits small humans? I know I've read stuff on that topic before but, for the life of me, I cannot recall the answer!

In late 1951 J. R. R. Tolkien wrote a long letter to Milton Waldman (letter #131 in *The Letters of J. R. R. Tolkien*--see second footnote on page 158 for the following quote) in which Tolkien wrote: "The Hobbits are, of course, really meant to be a branch of the specifically *human* race (not Elves or Dwarves)--hence the two kinds can dwell together (as at Bree), and are called just the Big Folk and Little Folk. They are entirely without non-human powers, but are represented as being more in touch with 'nature' (the soil and other living things, plants and animals), and abnormally, for humans, free from ambition or greed of wealth." [emphasis in original]

SuStel

Friday, 8th February, 2008, 02:21 PM

Quote:

Originally Posted by **Col_Pladoh**

Of course, detailing the big walled town by dividing it into quarters or districts, mappomg each and showing the buildings with encounter key numbers and text, giving a bit of color for the sector to assist the GM--and doing the same for the suburban communities--then seemed beneficial in order to give a really detailed urban area.

Gary,

When you are preparing a town for your own refereeing (as opposed to preparing one for publication), how do you organize your notes? I've seen a number of techniques, including detailing individual buildings, detailing sections or neighborhoods of the town as if they were dungeon rooms, and just creating encounters to throw in as the referee decides.

Nagora

Friday, 8th February, 2008, 02:27 PM

Quote:

Originally Posted by **Geoffrey**

In late 1951 J. R. R. Tolkien wrote a long letter to Milton Waldman (letter #131 in The Letters of J. R. R. Tolkien --see second footnote on page 158 for the following quote) in which Tolkien wrote: "The Hobbits are, of course, really meant to be a branch of the specifically human race (not Elves or Dwarves)--hence the two kinds can dwell together (as at Bree), and are called just the Big Folk and Little Folk. They are entirely without non-human powers, but are represented as being more in touch with 'nature' (the soil and other living things, plants and animals), and abnormally, for humans, free from ambition or greed of wealth." [emphasis in original]

Hmmm. Well, I'm pretty sure that JRRT never intended the reader to think of hobbits and humans interbreeding, so to that extent they're not the same race anymore, even if they once were. Eventually, they lost the desire to live together.

Col_Pladoh

Friday, 8th February, 2008, 03:43 PM

Quote:

Originally Posted by **SuStel**

Gary,

When you are preparing a town for your own refereeing (as opposed to preparing one for publication), how do you organize your notes? I've seen a number of techniques, including detailing individual buildings, detailing sections or neighborhoods of the town as if they were dungeon rooms, and just creating encounters to throw in as the referee decides.

:lol:

A sketch map of the community, a few places of interest highlighted in color, and then wing it. As the PCs develop something interesting by interacting with what I present that becomes a fixture in the town. This might be a particular street thief, a tavern, a stable with a shifty owner, whatever...

Cheerio,
Gary

haakon1

Monday, 11th February, 2008, 10:01 PM

Halflings

I think of halflings as being a special ancient crossbreed of elves and dwarves. Special because in "modern" times, those two races cannot breed (and FYI IMC, though elves and humans can, and orcs and humans can, elves and orcs cannot). Tallfellows have more elvish blood, Stouts more dwarvish.

Gnomes, goblinoids (goblins, hobgoblins, and bugbears), and ogres don't breed at all with the others, IMC, being completely different genuses.

Col_Pladoh

Tuesday, 12th February, 2008, 03:42 PM

Why not?

All of that is the purview of the Game Master in any campaign world.

Cheers,
Gary

SuStel

Tuesday, 12th February, 2008, 06:32 PM

Quote:

Originally Posted by **Col_Pladoh**

All of that is the purview of the Game Master in any campaign world.

Furthermore, one hopes the breeding details do not escape the Game Master's head...

Col_Pladoh

Tuesday, 12th February, 2008, 09:43 PM

Quote:

Originally Posted by **SuStel**

Furthermore, one hopes the breeding details do not escape the Game Master's head...

:lol:

Can't be much different from what every farmboy knows at about age six :eek:

Cheerio,
Gary

triplehex

Thursday, 14th February, 2008, 05:48 PM

Music

Gary,

Our group often uses music in conjunction with our games, to suggest atmosphere or theme, or to highlight a dramatic turn in the action. Did you and your players listen to music when gaming in the early days of D&D, and if so, what were some favorites?

Col Pladoh

Thursday, 14th February, 2008, 06:02 PM

Quote:

*Originally Posted by **triplehex***

Gary,

Our group often uses music in conjunction with our games, to suggest atmosphere or theme, or to highlight a dramatic turn in the action. Did you and your players listen to music when gaming in the early days of D&D, and if so, what were some favorites?

Actually it was all I could manage to keep the players from constantly chattering. Adding music to the commotion would have made DMing impossible. All of my groups have enjoyed a lot of socialization during play.

Cheers,
Gary

Nagora

Saturday, 16th February, 2008, 03:12 PM

Hi, Gary,

Just got the East Mark and Yggsburgh sets. Very nicely done (and thank the Troll Lords for printing black text on white paper - something that's been going out of style in RPGs for the last decade or so); good to see a Darlene map again too.

I have one question at the moment: on pages 18-19 of the Yggsburg book the mayor's salary is listed as 15,000 plus a 10% share of civic profit whereas the councilors' income is listed as 240,000 and a 5% share. Is that really correct or has a zero wandered into the councilors' pay or out of the mayor's?

ghul

Saturday, 16th February, 2008, 03:43 PM

Hi Nagora,

I can help with this one, even though I'm not Gary. When Gary laid out the income and goods/service price lists in the Yggsburgh book, he did so using \$ amounts that were supposed to be translated to gold piece equivalents. The editor made a few mistakes along the way, but we are presently addressing this in the *Yggsburgh Town Expansion* modules (*Moat Gate* and *Town Halls District* presently available). This includes revised price lists in the shops as well, should the GM wish to adopt Gary's suggested system in which the exchange rate is such: 1 gp = 50 sp = 500 cp.

Anyway, the mayor was presented by Gary as earning \$300,000 per year, and each Council member earning \$240,000. So, as you note, the editor did not exchange the \$ amount for the gp amount.

Nagora

Saturday, 16th February, 2008, 04:10 PM

Quote:

*Originally Posted by **ghul***

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Anyway, the mayor was presented by Gary as earning \$300,000 per year, and each Council member earning \$240,000. So, as you note, the editor did not exchange the \$ amount for the gp amount.

Thanks for that; I had wondered about the gp:sp:cp ratio too but was going to use 1gp=20sp as per AD&D. 1:50 is fine too.

So: the Mayor's salary is correct and the councillors' should be 12,000, yes?

Joseph Elric Smith

Saturday, 16th February, 2008, 04:23 PM

So where do we buy them? I was at the web site and didn't see either of them offered
thanks
Ken

Quote:

Originally Posted by **ghul**

Hi Nagora,

I can help with this one, even though I'm not Gary. When Gary laid out the income and goods/service price lists in the Yggsburgh book, he did so using \$ amounts that were supposed to be translated to gold piece equivalents. The editor made a few mistakes along the way, but we are presently addressing this in the Yggsburgh Town Expansion modules (Moat Gate and Town Halls District presently available). This includes revised price lists in the shops as well, should the GM wish to adopt Gary's suggested system in which the exchange rate is such: 1 gp = 50 sp = 500 cp.

Anyway, the mayor was presented by Gary as earning \$300,000 per year, and each Council member earning \$240,000. So, as you note, the editor did not exchange the \$ amount for the gp amount.

Col_Pladoh

Saturday, 16th February, 2008, 04:45 PM

As for the monetary system, the *Legendary Adventure* game-based \$ one is so much easier than any one based on a gp that I am at a loss to know why TLG insisted on changing what I had used in the *Castle Zagyg*, *Yggsburgh* ms. Here it is:

1 cp = \$1
1 sp = \$10
1 gp = \$500

Call the coin types whatever you like. For example a cp might be called a ducat and greater value coins referred to as 10 and 500 ducat pieces, or as florins and crowns.

The book in question is featured on the TLG website at this URL:

<http://www.trolllord.com/newsite/zagygy/8050.html>

Cheers,
Gary

Joseph Elric Smith

Saturday, 16th February, 2008, 05:16 PM

Yes I have 2 copies of that and 2 copies of the east mark I was referring to the 2 modules Ghul had mentioned.
I heartily recommend Any one should pick up the castle and the east mark as they are great supplements even if you don't use C&C For all you LA fans out there :)
Ken

Col_Pladoh

Saturday, 16th February, 2008, 05:29 PM

Quote:

Originally Posted by **Joseph Elric Smith**

Yes I have 2 copies of that and 2 copies of the east mark I was referring to the 2 modules Ghul had mentioned.
I heartily recommend Any one should pick up the castle and the east mark as they are great supplements even if you don't use C&C For all you LA fans out there :)
Ken

The modules are found on the bottom right of this page:

<http://www.trolllord.com/newsite/>

All of the CZ setting material uses the C&C game system, but with such additions and revisions as I see fit to add to it for the setting, such as the \$ monetary system, the added abilities, etc. :)

Cheers,
Gary

ghul

Saturday, 16th February, 2008, 06:15 PM

Quote:

Originally Posted by **Nagora**

Thanks for that; I had wondered about the gp:sp:cp ratio too but was going to use 1gp=20sp as per AD&D. 1:50 is fine too.

So: the Mayor's salary is correct and the councillors' should be 12,000, yes?

Yes, if you are saying \$20 = 1 gp. See, the original editor for that volume exchanged Gary's \$ system as \$20 = 1 gp, \$2 = 1 sp, \$0.20 = 1 cp. That translates to the 3e method of 1 gp = 10 sp = 100 cp. Gary does not prefer this exchange (and FWIW, neither do I). So, as the 24 town modules are being releases, we are using the exchange rate he intended (1:50). Of course, any GM/DM/CK worth their salt can adjust price lists to match the standard of his or her campaign. Well, I hope you enjoy Gary's Yggsburgh and East Mark materials. Let us know if you use them in game play and how it works out. :)

Best,
--Jeff T.

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Gray Mouser

Tuesday, 19th February, 2008, 03:03 PM

Colonel, I was recently reviewing the write up of the half-ogre that you did in *Dragon* and which Roger E. Moore expanded upon later. I was curious as to whether you had any half-ogre PC's in your campaign and, if you did, how they fared in play. I'd be especially interested in the reaction of NPCs when confronted by a half-ogre in a town setting, viz. the reaction of the inhabitants towards the PC.

While half-orc PCs are described as belonging to the 10% of those fellows tht can effectively pass for human I didn't see anything similar stated for the half-ogre. While they *probably* wouldn't be killed as quickly as a Drow PC I can't imagine half-ogres getting by for extended periods outside of somewhere such as luz or the Horned Society!

Thanks!

Gray Mouser

SuStel

Tuesday, 19th February, 2008, 06:40 PM

Quote:

*Originally Posted by **Gray Mouser***

While half-orc PCs are described as belonging to the 10% of those fellows tht can effectively pass for human I didn't see anything similar stated for the half-ogre. While they probably wouldn't be killed as quickly as a Drow PC I can't imagine half-ogres getting by for extended periods outside of somewhere such as luz or the Horned Society!

While I can imagine those human-looking half-orcs keeping a low profile, half-ogres obviously can't do that. Where they don't blend it, they probably use intimidation instead.

"I don' care if I ain't got no tie. Yer gonna let me eat here, or I'm gonna pound yer head in."

rossik

Tuesday, 19th February, 2008, 10:29 PM

hi gary, long time i dont write here, but its always a pleasure talk to you.

im trying to translate some information about my favorite adventures to portuguese (my native language), and while writing about tomb of horrors, i foundo something about acererak being a student of vecna.

this wasnt planed by you, was it?

wish you the best, as always

Col_Pladoh

Wednesday, 20th February, 2008, 03:54 PM

Quote:

*Originally Posted by **Gray Mouser***

*Colonel, I was recently reviewing the write up of the half-ogre that you did in *Dragon* and which Roger E. Moore expanded upon later. I was curious as to whether you had any half-ogre PC's in your campaign and, if you did, how they fared in play. I'd be especially interested in the reaction of NPCs when confronted by a half-ogre in a town setting, viz. the reaction of the inhabitants towards the PC.*

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Thanks!

Gray Mouser

The idea of half-ogres is one to which I no longer subscribe. About as close to a half-ogre in my campaign was a PC's henchman ogre that was bitten by a werebear. The resulting transformed NPC creatiure was of an alignment quite opposite that of the ogre--and his master, Terrik, as well.

Your observation regarding the viability of a half-ogre character in a human or demi-human community is quite apt.

Cheers,
Gary

Quote:

Originally Posted by **rossik**

hi gary, long time i dont write here, but its always a pleasure talk to you.

im trying to translate some information about my favorite adventures to portuguese (my native language), and while writing about tomb of horrors, i found something about acererak being a student of vecna.

this wasnt planed by you, was it?

wish you the best, as always

As far as I am concerned, there is absolutely no connection between Acererak and Vecna!

Cheers,
Gary

Gray Mouser

Wednesday, 20th February, 2008, 04:22 PM

Quote:

Originally Posted by **Col_Pladoh**

The idea of half-ogres is one to which I no longer subscribe.

Well, to be honest i seemed from your original article that you weren't overly thrilled with the idea in the first place :) Roger E. Moore attempted to make a stronger case for their viability, although IMHO when you place their strengths next to their weaknesses you get a racial choice that probably be best as an NPC henchman (or perhaps even as a mercenary hireling).

Quote:

About as close to a half-ogre in my campaign was a PC's henchman ogre that was bitten by a werebear. The resulting transformed NPC creature was of an alignment quite opposite that of the ogre--and his master, Terrik, as well.

LOL I think I recall you mentioning this before either here or on another board. I almost feel sorry for the ogre as the resulting lycanthrope would result in one ugly bear, to say nothing of the alignment shift :D

Quote:

Your observation regarding the viability of a half-ogre character in a human or demi-human community is quite apt.

*Cheers,
Gary*

Thanks, Colonel. While I'm for suspension of disbelief in RPGs I try to at least keep an interior consistency when playing. If ogres are evil *by nature* and the average townsman saw some sort of freakish ogre half-bread I imagine the town guard would be called loooong before questions were asked.

Gray Mouser

rossik

Wednesday, 20th February, 2008, 04:47 PM

Quote:

Originally Posted by **Col_Pladoh**

As far as I am concerned, there is absolutely no connection between Acererak and Vecna!

*Cheers,
Gary*

glad to read it :)

thanks gary

Col_Pladoh

Wednesday, 20th February, 2008, 10:21 PM

Heh...

As a matter of fact, the only half-anything characters in my campaign were the human and either elf and orc ones. As I mentioned jokingly, would a half-halfling be a quartling?

While halfbreed characters can make for some interesting role-playing, the desire for them is generally instigated by some player seeking to gain an advantage through adding and playing such a mixed race character.

Cheers,
Gary

Aeolius

Thursday, 21st February, 2008, 12:20 AM

Quote:

*Originally Posted by **Col_Pladoh***

...the desire for them is generally instigated by some player seeking to gain an advantage through adding and playing such a mixed race character.

Or a DM seeking to breed hags with just about anything they can catch :D

Granted, 1e has its share, with alu-demons and cambions. I felt obligated to round them out with daemonic, diabolic, and demodand (hmm... demodandy? ;)) counterparts.

And Nigel Findley's article, detailing greenhags as the daughters of night hags and annis as the daughters of greenhags, definitely helped shape my perception of the game. He passed away 13 years ago, as of yesterday, but his teachings live on.

Speaking of the "old days" I saw Darlene Pekul is auctioning off some of her 1e artwork at <http://www.darlenetheartist.com>

SuStel

Thursday, 21st February, 2008, 04:09 AM

Quote:

*Originally Posted by **Col_Pladoh***

As I mentioned jokingly, would a half-halfling be a quartling?

Don't be silly! The offspring of a human and a halfling would obviously be a *three-quarterling*.

Col_Pladoh

Thursday, 21st February, 2008, 08:35 PM

Quote:

*Originally Posted by **SuStel***

*Don't be silly! The offspring of a human and a halfling would obviously be a *three-quarterling*.*

Hmm...

A half-halfling should be a quartling as surely as all female dwarves have luxuriant beards!

:lol:
Gary

Gray Mouser

Thursday, 21st February, 2008, 09:20 PM

Quote:

*Originally Posted by **Col_Pladoh***

Hmm...

A half-halfling should be a quartling as surely as all female dwarves have luxuriant beards!

:lol:
Gary

Then it's settled! Because, as we all know, female dwarves ha ...

Wait. What?

Gray Mouser

Gray Mouser

Thursday, 21st February, 2008, 09:24 PM

;)

Seriously though, doesn't everyone know females dwarves are bearded? Come on people!

Gray Mouser

Col_Pladoh

Thursday, 21st February, 2008, 10:51 PM

Absolutely!

As I have pointed out often in the past, has anyone ever seen a mythological or folklore depiction of a female dwarf that lacked chin whiskers?

Yours for factual dwarven Physiognomy,

Gary

SuStel

Thursday, 21st February, 2008, 10:58 PM

Quote:

*Originally Posted by **Col_Pladoh***

A half-halfling should be a quartling as surely as all female dwarves have luxuriant beards!

Then do four quartlings make a gallonling? Are quartling children pint-sized?

Geoffrey

Friday, 22nd February, 2008, 09:25 PM

Gary, I recently read this article about you:

http://www.believermag.com/issues/20...rticle_lafarge

I particularly liked this part:

'He [Ernst Gygas] was, Gygas says, an attentive father, and he must have been a permissive father also, because Gygas's childhood was marked by a disregard for rules and obligations. He went to school half a block from his childhood house in Lake Geneva, but he was rarely to be found there. "It was just dull and stupid," he says, "and you know, I had so many other things I wanted to do. I had a day full of active going out with my friends, playing chess, hanging around, trying to pick up girls, usually without any success whatsoever. What? Sit home? Do school work? Unthinkable.'

Bravo! :lol:

areola

Saturday, 23rd February, 2008, 04:22 PM

Hi Gary,

I am currently playing C&C, due to burnt out from the other "D&D". What do you think of C&C's game system?

Joseph Elric Smith

Saturday, 23rd February, 2008, 04:40 PM

With it being written with his approval, and all the work he is doing for it I certainly think he likes it :)
ken

JoseFreitas

Sunday, 24th February, 2008, 06:44 PM

Hi Gary,

Well, you don't know me and I feel fairly certain you don't remember being introduced to me by Dave Arneson and Mike Stackpole at GenCon (either 99 or 2000). We have a common friend, Andre Moullin. I translated and published D&D basic set into portuguese in the 80's, which is when I met him. I was also a partner and manager in Devir the brasilian gaming company (running the portuguese and spanish offices) until last year.

In any case, I am a huge fan of Greyhawk and sometimes have little questions that bug me for awhile. Maybe you'll want to answer the following two queries.

On the Rain of Colorless Fire

In the Gord novel City of Hawks we see Gord traveling to the Plane of Shadows to recover the nine mystical sapphires. He travels through the wilderness of Shadowland to find Imprimus, and is attacked by a duskdrake (a shadow dragon), Vishwhoolsh, a "hyperdragon". He is attacked by its breath weapon which fires gray fire, and barely survives the first onslaught. And then, "at last Gord knew how terrible was the stuff of shadow-fire, understanding the refinement that resulted in the fabulous fire ruin that had been used by human mages to devastate an empire".

I read this to mean that the Rain was some sort of mega spell of shadowfire. My questions are:

Is it correct to assume that the Baklunish have a preference for illusions, shadow and mind magic (this is hinted at in a number of sources)?

What kind of spell can we imagine? A gate opening into the Plane of Shadows, or some sort of coming together of numerous mages to cast some shade spell? Or an artifact?

How would you describe a "hyperdragon" (and you're not allowed to answer "briefly, if at all" like the gloam who played at questions with Gord! :))? Just a bigger dragon or something more?

On Olidammara and his clerics.

In the description of Olidammara (83 WoG boxed set), we are told that there are two rustic hostels, one in the Kron Hills and one in the Wild Coast, where clerics of his are found. In Night Arrant, we are introduced to Hop the Savant, certainly the archetypical, almost perfect image of the follower of Olidammara! Seeing that many sources give the Gnarley as being part of the Wild Coast:

Would it be correct to assume that his inn, the Inn of the Brothers of One and Score, is one of the hostels mentioned?

Does the number have mystical significance for Olidammara? (three times seven)

Were you referring to that place, or is it just a happy coincidence?

Well, this is all, I hope you had a great week end and see you soon!

Gray Mouser

Monday, 25th February, 2008, 06:43 PM

Gary, I have a quesiton about how you envisioned some humanoid societies in 1eAD&D. In the original MM you give listings for (in)famous tribes of orcs and hobgoblins. Mty question is this: were the figures for the "Number Appearing" entry for these races supposed to be indicative of the size of the tribe *in toto*? Or were the tribes you envisioned more "clannish" in the sense that there could be several related bands all belonging to the (for example) Marrow Suckers tribe of hobgoblins?

While hobgoblins have a maximum range of 200 and orcs 300 for encounters it seems to me that 20 or 30 would be a pretty small number, especially for an entire tribe.

Thanks,

Gray Mouser



Gary Gygax Q&A: Part XIII

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rossik

Thursday, 28th February, 2008, 12:28 AM

hi gary!
how are you today?

i was reading some articles about Tharizdun, and i was thinkig about something:

when you create a character/god/place, wasnt it suppose to be yours?
can other people "continue" your histories?

(sorry if this is a legal question, feel free to answer as you like)

Thunderfoot

Thursday, 28th February, 2008, 04:21 AM

What ho, Col?

I was wondering if you were planning on being at GenCon this year? I realize this is very near your anniversary, but would like to know just the same. I know you were there last year as a guest of honor, but due more to the anniversary of the event than as a designer. (I realize that sounds as funny as it looks :D)

Thanks much
Thunderfoot

magicelf

Friday, 29th February, 2008, 12:56 AM

Mr. Gygax,

I have been playing a lot of the Adventurer Card Game. I was just wondering how you got involved with making a card for the game and what inspired you to make the Shade the Trickster card and choose the abilities he has.

Thanks,

Magicelf

Mistwell

Tuesday, 4th March, 2008, 08:43 PM

Goodbye Gary.

Raven Crowking

Tuesday, 4th March, 2008, 08:49 PM

Colonel, you will be missed. :(

Eridanis

Tuesday, 4th March, 2008, 08:57 PM

Rest in peace, Gary. And Thank You.

Thread closed, with sadness.

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